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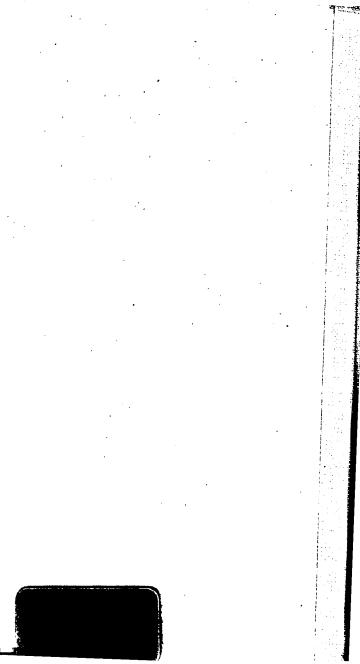
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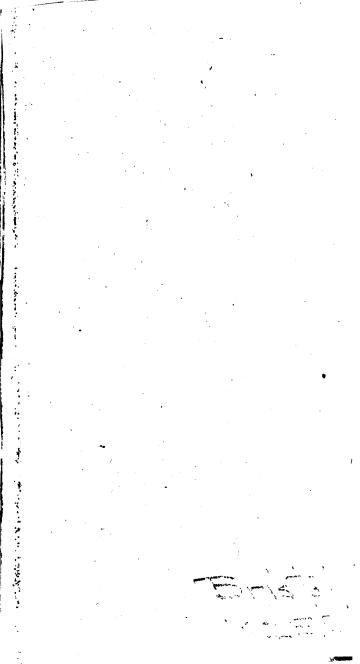
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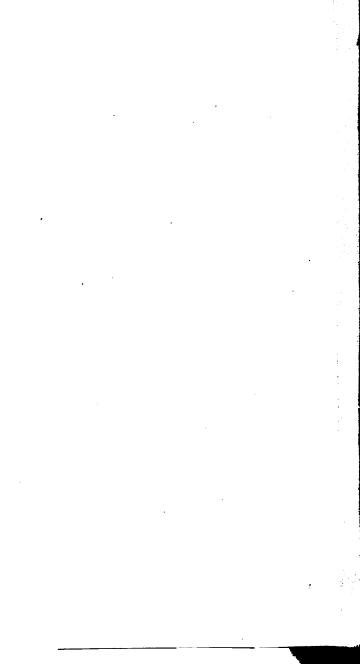
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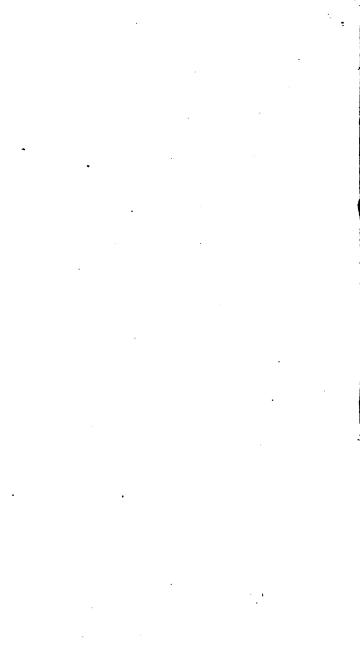
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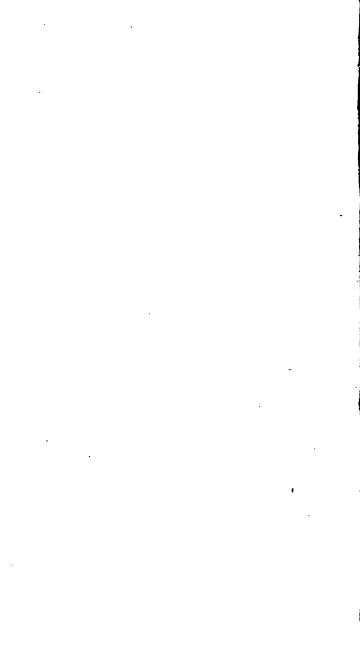




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May 21. 1883.

Bristoll



SOUVENIR

OF THE

BRISTOL CHESS CLUB;

CONTAINING

ONE HUNDRED ORIGINAL GAMES OF CHESS,

RECENTLY PLAYED, EITHER BETWEEN THE BEST PLAYERS IN THAT
SOCIETY, OR BY THEM WITH OTHER CELEBRATED
PLAYERS OF THE DAY.

WITH COPIOUS NOTES.

LONDON:

R. HASTINGS, 13, LINCOLN' INN

1845.

(Brist-1)

MAY 597.

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PREFACE.

In the belief that the following specimens of Chess skill may not be unacceptable to the Chess-playing Public, the Editor has been induced to make this selection from games played in the Bristol Club; and he will esteem himself abundantly rewarded if any amusement or instruction be derived from his efforts.

It has been one of his chief aims to give the greatest variety with respect to the openings of the games. This plan he has thought would be most interesting to the higher class of players, as well as most instructive to the youthful student.

With this latter object especially, he has thought fit to append a few notes to those games which appeared to require comment: these he has endeavoured to render as cogent as possible; but, at the same time, he will not answer, in all cases, for their infallibility.

A very large proportion of the games was played within the last six months; and he believes none of them have been published before, with the exception of three or four, which were printed in the *Bath and Cheltenham Gazette* newspaper a year or two ago. This circumstance the Editor was not aware of until it was too late to be remedied.

He has been careful that no typographical errors should occur; yet, in spite of his watchfulness, several, although unimportant, have been detected; these the reader can rectify, before he proceeds with any of the games, from the subjoined

ERRATA.

Page 13, between moves 12 & 13 on each side, read K. R. to K. square.

- " 19, for M. De La Boudonnais, read M. De La Bourdonnais.
- " 48, for Mr. E. W. WILLIAMS, read Mr. E. WILLIAMS,
- " 48, 18th move, for Q. takes K. Kt. P. (ch.), read Q. takes K. Kt. P.
- " 86, 13th move, for B. to Q. fourth, read B. to Q. fifth.
- " 91, line three, after or, read four.

February, 1845.

SOUVENIR

o p

THE BRISTOL CHESS CLUB.

GAME No. I.

Mr. J. WITHERS giving the odds of his Q. R. to another Bristol Amateur.

Mr. J. W .- White.

1 K. P. two.

2 K. B. P. two.

3 K. Kt. to B. third.

4 K. B. to Q. B. fourth.

5 Castles.

6 Q. takes P.

7 K. P. one.

8 Q. P. one.

9 Q. B. to Q. second.

10 K. to R. square.

11 Q. Kt. to B. third.

12 Q. Kt. to K. fourth.

13 Q. to K. second. (c)

14 Kt. to B. sixth (ch.)

15 Q. to K. R. fifth.

16 Q. takes B. (ch.)

17 Kt. takes Kt. (ch.)

Mr. J. W. R.—Black.

1 K. P. two.

2 P. takes P.

3 K. Kt. P. two.

4 K. Kt. P. one. (a)

5 P. takes Kt.

6 Q. to K. B. third.

7 Q. takes P.

8 K. B. to R. third.

9 Q. to Q. fifth (ch.)

10 Q. to Q. third. (b)

11 Q. B. P. one.

12 Q. to Q. B. second.

13 K. Kt. to K. second.

14 K. to B. (d)

15 K. Kt. to Q. fourth (best).

16 K. to K. second.

17 P. takes Kt.

18 R. checks.

16 P. takes P.

18 K. to Q.

19 Q. checkmates.

- (a) We believe almost all the best authorities now concur in condemning this move; experience having shown the fine attack which White obtains through the sacrifice of his Kt., to be at least an equivalent for the loss of it.
 - (b) Q. to K. Kt. second would, perhaps, have been a better move.
 - (c) The attack is well conducted by White.
 - (d) K. to Q. square would have been better.

GAME No. II.

Mr. E. WILLIAMS giving the odds of his Q. R. to Mr. G. WITHERS.

Mr. E. W White.	Mr. G. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. P. two.	2 P. takes P.
3 K. Kt. to B. third.	3 K. Kt. P. two.
4 K. B. to B. fourth.	4 B. to Kt. second.
5 Q. P. two.	5 Q. P. one.
6 Q. B. P. one.	6 K. R. P. one.
7 Q. to Kt. third.	7 Q. to K. second
8 Castles. (a)	8 Q. B. P. one.
9 Q. R. P. two. (b)	9 Q. R. P. one.
10 Q. R. P. one.	10 Q. Kt. to Q. second.
11 Q. Kt. to R. third.	11 Q. R. to Kt. square.
12 Q. B. to Q. second.	12 Q. Kt. P. two.
13 P. takes P. (en pas.)	13 R. takes P.
14 Q. to R. second.	14 K. Kt. to B. third.
15 K. P. one.	15 P. takes P.

16 Kt. takes P.

17 Kt. takes Kt.

18 B. takes P. (ch.) (c.)

19 R. to K.

20 B. to K. Kt. sixth.

21 Q. to Q. B. fourth.

22 Q. to Q. B. fifth (ch.) 23 R. to K. seventh.

24 Q. to K. fifth.

25 Q. to K. sixth (ch.)

26 Q. takes Q. mate.

17 Q. takes Kt.

18 K. to B. square.

19 Q. to Q. B. second.

20 Q. R. to Q. Kt.

21 Q. B. to Kt. second.

22 K. to Kt. square. 23 Q. to Q. square.

24 Q. to K. B. square. (d)

25 Q. interposes.

- (a) We believe the strongest moves on both sides have been made up to the present point.
 - (b) To prevent the K. B. from being dislodged.
 - (c) Better than playing R. to K. square.
- (d) Black might have protracted the game some moves longer by moving Q. B. to its square.

GAME No. III.

The same players, White giving Q. R.

Mr. E. W .- White.

K. P. two.
 K. B. P. two.

3 K. Kt. to B. third.

4 B. to B. fourth.

5 Q. P. two.

6 Q. B. P. one.

7 K. Kt. P. one.

8 P. takes P.

9 Q. to Kt. third.

10 Castles.

Mr. G. W .- Black.

1 K. P. two.

2 P. takes P.

3 K. Kt. P. two.

4 B. to Kt. second.

5 Q. P. one.

6 K. R. P. one.

7 P. takes P.

8 Q. Kt. to Q. second.

9 Q. to K. second.

10 Q. Kt. to Kt. third.

		•
11	K. Kt. takes P.	11 Kt. takes B.
12	R. takes K. B. P.	12 Q. to Q. square.
13	Q. takes Kt.	13 P. takes Kt. (best
14	R. takes B.	14 Q. to B. third.
15	R. takes Kt. (ch.)	15 R. takes R.
16	Q. takes R. (ch.)	16 Q. covers.
17	Q. takes Q.	17 K. takes Q.
18	B. takes P.	18 B. to K. third.
19	Q. Kt. P. one.	19 K. to B. second.
20	Kt. to Q. second.	20 R. to K. Kt.
21	B. to B. fourth.	21 K. to K. second.
22	Q. B. P. one.	22 Q. B. P. one.
23	K. to B. second.	23 Q. R. P. two.
24	K. to K. third.	24 K. to Q. second.
25	Q. P. one.	25 P. takes P.
26	B. P. takes P.	26 B. to Kt. fifth.
27	Kt. to B. fourth.	27 Q. Kt. P. two.
28	Kt. takes Q. P.	28 R. to Q. Kt.
	Kt. to B. fourth.	29 R. to Kt. second.
30	Kt. to K. fifth (ch.) a	and wins.
	` '	

GAME No. IV.

Between Mr. E. WILLIAMS and the Rev. J. H. S., the former giving Q. R.

Mr. E. W White.	Rev. J. H. S.— <i>Black</i> .
1 K. P. two.	1 Q. B. P. two.
2 K. B. P. two.	2 K. P. one.
3 Q. B. P. two.	3 Q. Kt. P. one.
4 K. Kt. to B. third.	4 Q. B. to Kt. second.
5 Q. Kt. to B. third.	5 K. Kt. to R. third.

6 K. B. to Q. third.

7 Castles.

8 Q. Kt. P. one.

9 Q. B. to Q. Kt. second.

10 Q. to Q. B. second.

11 Q. B. takes B.

12 K. P. one.

13 B. takes K. R. P. (ch.)

14 R. takes B.

15 R. to R. third.

16 K. B. to Kt. sixth.

17 P. takes P.

18 Q. B. to K. fifth.

19 Q. to Q. square.

20 P. takes Kt.

21 Q. to K. second.

22 B. to R. seventh (ch.)

23 Q. to K. B. third.

24 Q. to Q. Kt. sixth.

25 B. takes K. B. P.

26 Q. to Q. fifth (ch.)

27 Q. to K. sixth (ch.)

28 R. to R. seventh.

29 K. Kt. P. one.

30 R. takes Kt.

31 K. Kt. P. one.

32 R. to Kt. second.

33 Q. to Q. fifth.

34 K. P. one (dis. ch.)

35 Q. P. one, and wins.

6 K. B. to K. second.

7 Castles.

8 Q. P. one.

9 B. to K. B. third.

10 K. B. takes Kt.

11 Q. Kt. to Q. second.

12 B. takes Kt.

13 K to R.

14 K. B. P. one. (a) 15 K. B. P. one.

16 K. to Kt. square.

17 Q. Kt. to B. third.

18 K. Kt. to B. second.

19 Kt. takes B. (b)

20 Kt. to Kt. fifth.

21 Q. to K. Kt. fourth.

22 K. to B. second.

23 Q. R. to Q. Kt. 24 Q. to Q. square.

25 P. takes B.

26 K. to Kt. third.

27 K. to Kt. fourth.

28 Q. R. to Kt. second.
29 Kt. takes R. P. (best.)

30 K. R. to K. R. square.

31 P. takes P.

32 R. to Kt. fifth.

33 Q. to Q. B. (c)

34 K. to Kt. third.

(a) Q. P. one would have been better.

(b) Kt. takes P. would have been bad play

(c) Q. R. to Q. Kt. square would have been somewhat better.

GAME No. V.

Mr. E. WILLIAMS giving his Q. R. to Mr. G., and playing blindfold.

	Mr. E. W White.		Mr. G.—Black.
1	K. P. two.	1	K. P. two.
2	K. B. P. two.	2	P. takes P.
3	K. Kt. to B. third	3	K. Kt. P. two.
4	K. B. to Q. B. fourth.	4	K. Kt. P. one.
5	Castles.	5	P. takes Kt.
6	Q. P. two.	6	P. takes P. (a)
7	R. takes P.	7	K. Kt. to R. third.
8	Q. to R. fifth.	8	Q. to K. second.
9	Q. Kt. to B. third.	9	Q. B. P. one.
10	R. to B. second.	10	R. to Kt. square.
11	B. takes Kt.	11	Q. P. two.
12	B. takes P.	12	P. takes B. (b)
13	Kt. takes P.	13	Q. to Q. second.
14	Kt. to B. sixth (ch.)	14	K. to Q.
15	Kt. takes Q.	15	B. takes Kt.
16	Q. takes K. B. P.	16	B. takes B.
17	Q. takes R. (ch.)	17	K. to Q. B. second.
18	K. takes P.	18	Q. Kt. P. one.
19	R. to B. seventh.	19	K. to Kt. second.
20	Q. takes K. R. P.	20	B. to K. sixth.
21	R. takes B. (ch.)	21	Kt. takes R.
22	Q. takes Kt. (ch.)	22	K. to R. third.
23	K. to B. third.	23	B. to B. eighth.
24	K. P. one.	24	B. takes P.
25	K. P. one.	25	R. checks.
26	K. to K. fourth, and won	in a	few more moves.

⁽a) Q. P. two would have been preferable

⁽b) Q. B. to K. third-better.

GAME No. VI.

Mr. E. WILLIAMS giving the odds of his Q. R. to another Bristol Amateur.

Mr. E. W White.	Mr. D-sBlack.
1 K. P. two.	1 K. P. two.
2 K. B. P. two.	2 P. takes P.
3 K. B. to B. fourth.	3 Q. to R. fifth (ch.) (a)
4 K. to B.	4 K. Kt. P. two. (b)
5 Q. Kt. to B. third. (c)	5 Q. B. P. one.
6 K. Kt. to B. third.	6 Q. to R. fourth.
7 K. R. P. two.	7 K. Kt. P. one.
8 K. Kt. to Kt. fifth.	8 K. Kt. to R. third.
9 K. P. one.	9 K. B. to K. second.
10 Q. Kt. to K. fourth.	10 B. takes Kt.
11 Kt. takes B.	11 R. to Kt. square.
12 K. to Kt. square.	12 P. to K. B. sixth.
13. Q. P. two.	13 Q. Kt. P. two.
14 K. B. to Kt. third.	14 Q. B. to Kt. second.
15 Kt. to K. fourth.	15 K. to B.
16 Kt. to K. B. sixth.	16 Q. to Kt. third.
17 K. R. P. one.	17 Q. to Kt. second.
18 Q. to Q. second.	18 K. Kt. to B. fourth.

(a) (b) "These moves," says Major Jaenisch, "are necessary in the defence against the B. gambit. It is true that the K. Kt. P. in this estition confines the movements of the Q.; but there is no other mode of defending the gambit P."

19 Q. to Q. Kt. fourth (ch.) 19 Kt. to K. second. (d)

- (c) The author just quoted, who has given much consideration to this game, here further remarks;—"this is the best possible move for White; and K. B. to Kt. second is Black's only correct reply to it."
- (d) If he had played Q. P. one, White would still have had a fine game.

20 Q. B. to R. sixth. 20 Q. takes B. 21 Q. takes Kt. (ch.) 21 K. takes Q. 22 Kt. takes R. (ch.) 22 K. to B.

23 Kt. takes Q. and wins eventually.

GAME No. VII.

The two next Games are part of a Match of thirteen, which g

- •	the Rev. J. H. S. and Mr. E giving his Q. Kt. and playing
blindfold.	
Mr. E. W.—White.	Rev. J. H. S Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 K. B. to Q. B. fourth.	3 K. B. to Q. B. fourth.
4 Q. B. P. one.	4 K. Kt. to B. third.
5 Q. P. one.	5 Same.
6 K. R. P. one.	6 K. R. P. one.
7 Q. R. P. two.	7 Q. R. P. two.
8 Q. to Q. Kt. third.	8 Q. to K. second.
9 Q. B. to K. third.	9 B. takes B. [move.]
10 P. takes B.	10 K. Kt. to R. fourth (lost
11 K. Kt. P. two.	11 K. Kt. to B. third.
12 Castles Q. R.	12 Q. Kt. P. one.
13 K. Kt. P. one.	13 K. Kt. to Kt. square.
14 Q. R. to K. Kt.	14 K. R. P. one.
15 K. Kt. P. one.	15 Q. B. to K. third
16 Q. to Q. Kt. fifth.	16 K. to Q. second. (a)
17 B. to Q. fifth.	17 Q. R. to K. B. (best).
18 B. takes Kt. (ch) (b)	18 K. to Q.
19 Q. P. one.	19 K. P. takes P.
· ·	

20	K.	P.	takes	P.
		-		

21 K. P. one.22 K. P. takes P.

23 B. takes B. (c)

24 B. to B. sixth.

25 K. to Kt. square.

26 Q. takes Q.27 R. takes P.

28 R. to K. sixth.

29 R. takes Kt.

30 Q. R. to K. Kt. sixth.

31 R. takes R.

20 K. B. P. takes P.

21 B. to Q. second (best).

22 Q. takes P.

23 R. takes Kt. (best).

24 Q. to K. B. fifth (ch.)

25 Q. to B. fourth (ch.)

26 R. takes Q.

27 Kt. to K. second.

28 Kt. takes B.

29 K. R. to K. B.

30 R. to B. eighth (ch.)
31 R. takes R. (ch.)

The Game was protracted to 57 Moves, and then given up as Drawn.

- (a) If he had moved Q to Q second, White would still have won a piece.
- (b) The Queen should have taken Kt.
- (c) Perhaps White should have played Kt. to K. fifth.

GAME No. VIII.

White giving his Queen's Knight.

Mr. E. W .- White.

- 1 K. P. two.
- 2 K. B. to Q. B. fourth.
- 3 Q. to K. second.
- 4 Q. B. P. one.
- 5 K. B. P. two.
- 6 R. takes B.
 - 7 Q. P. two.

Rev. J. H. S .- Black.

- 1 K. P. two.
- 2 K. B. to Q. B. fourth.
- 3 Q. Kt. to B. third.
- 4 Q. P. one.
 - 5 B. takes Kt.
- 6 K. P. takes P.
 - 7 Q. to K. R. fifth (ch.)

8 K. Kt. P. one.	8 P. takes P.
9 R. takes P.	9 K. R. P. one. (a)
10 Q. B. to K. third.	10 K. Kt. to B. third. (1
11 Castles	11 Q. B. to K. Kt. fifth.
12 R. takes B.	12 Q. takes R.
13 Q. to K. B. second.	13 Castles K. R. (c.)
14 Q. R. to K. Kt. square.	14 Q. takes K. P.
15 Q. B. takes R. P.	15 K. Kt. to Kt. fifth.
16 Q. to R. fourth.	16 Q. P. one.

(a) Probably the best move, to prevent the Q. B. attacking his Q.

17 Resigned in a few moves

- (b) It would have been bad play to have taken the K. P.
- (c) Black should have castled with his Q. R.

17 Q. R. takes Kt.

GAME No. IX.

The two following Games were between one of the best players in the Winchcomb Chess Club and Mr. E. Williams, the latter giving his Queen's Knight:—

Mr. E. W.—White.	Rev. J. R. H.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 Q. B. P. one.	3 K. B. to Q. B. fourth.
4 Q. P. two.	4 P. takes P.
5 Q. Kt. P. two. (a)	5 B. to Q. Kt. third.
6 P. takes P.	6 Kt. takes Q. Kt. P.
7 K. B. to B. fourth.	7 Q. P. two.
8 P. takes P.	8 Kt. takes P.
9 Castles.	9 Q. B. to K. Kt. fifth.
10 Q. to Kt. third.	10 B. takes Kt.

	11
11 Q. takes B.	11 K. Kt. to B. third. (b)
12 Q. B. to R. third.	12 B to Q. R. fourth.
13 Q. R. to K. (ch.)	13 B. takes R.
14 R. takes B. (ch.)	14 Kt. to K. second (best).
15 R. takes Kt. (ch.)	15 Q. takes R.
16 B. takes Q.	16 K. takes B.
17 Q. takes Q. Kt. P.	17 K. R. to Q. B.
18 Q. to Kt. fourth (ch.)	18 K. to K.
19 K. B. P. one.	19 Q. R. P. two.
20 Q. to B. fifth.	20 Kt. to Q. second.
21 Q. to Q. fifth.	21 Q. B. P. one.
22 Q. takes P. (ch.)	22 K. to Q.
White won the G	ame after a few moves.
(a) This move is to prevent t	the check of the B. at K. Kt. fifth.
(b) K. Kt. to K. second—bet	ter.
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GAME No. X.

White giving his Queen's Knight.

Mr. E. W White.	Rev. J. R. H.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. to Q. B. fourth.	2 Same.
3 Q. to K. second.	3 Q. P. one.
4 K. B. P. two.	4 K. Kt. to B. third.
5 Q. B. P. one.	5 P. takes P.
6 Q. P. two.	6 K. B. to Kt. third.
7 K. Kt. to B. third.	7 Castles.
8 Castles (best).	8 Q. B. to K. Kt. fifth.
9 Q. B. takes P.	9 R. to K.

10 K. P. one.	10 P. takes P.
11 B. takes P.	11 Q. Kt. to B. third.
12 K. to R.	12 Kt. takes B.
13 P. takes Kt.	13 B. takes Kt.
14 R. takes B.	14 R. to K. second. (a)
15 R. takes Kt.	15 P. takes R.
16 Q. to Kt. fourth (ch.)	16 K. to R.
17 P. takes P.	17 R. to K. eighth (ch.)
18 R. takes R.	18 Q. takes P.
19 R. to K. B.	19 Q. to K. Kt. third.
20 Q. to B. third.	20 R. to Q.
21 B. takes P.	21 Q. to Kt. second.
22 B. to Kt. third. (b)	22 Q. B. P. one.
23 K. Kt. P. one.	23 B. to B. fourth.
24 Q. to R. fifth.	24 R. to K. B.
25 R. takes R.	25 B. takes R.
26 Q. to B. third.	26 Q to K. second.
27 K. to Kt. second.	27 Q. Kt. P. one.
28 K. R. P. two.	28 Q. B. P. one.
29 K. Kt. P. one.	29 Q. R. P. two.
30 K. Kt. P. one.	30 K. to Kt. second.
31 B. to B. fourth.	31 K. to R.
32 Q. to Q. fifth.	32 Q. to Kt. second.
33 Q. to K. B. fifth.	33 Q. Kt. P. one.
34 B. takes P. and wins.	

⁽a) Kt. to Q. fourth would have been better.

⁽b) If White had taken the Q. Kt. P. he would have lost his B.

GAME No. XI.

Mr. E. WILLIAMS gives his Queen's Knight to Mr. H. H. Cross.

Mr. E. W White.	Mr. H. H. C.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. to K. B. fourth.	2 Q. B. P. two.
3 K. P. one.	3 K. P. one.
4 Q. R. P. one. (a)	4 Q. R. P. two.
5 Q. B. P. two.	5 Q. B. P. takes P.
6 K. P. takes P.	6 Q. Kt. to B. third.
7 K. Kt. to B. third.	7 K. B. to K. second.
8 Q. B. P. one.	8 K. B. to B. third.
9 K. B. to Q. third.	9 K. Kt. to K. second. (b)
10 K. B. to Q. B. second.	10 K. Kt. to Kt. third.
11 Q. B. to K. Kt. third.	11 Q. Kt. P. two (not good)
12 Castles.	12 Castles.
13 K. R. P. two.	13 K. Kt. takes P. (bad.)
14 Kt. takes Kt.	14 B. takes Kt.
15 Q. to R. fifth.	15 K. Kt. P. one.
16 Q. takes B.	16 Q. takes Q.
5 Q. B. P. two. 6 K. P. takes P. 7 K. Kt. to B. third. 8 Q. B. P. one. 9 K. B. to Q. third. 10 K. B. to Q. B. second. 11 Q. B. to K. Kt. third. 12 Castles. 13 K. R. P. two. 14 Kt. takes Kt. 15 Q. to R. fifth.	5 Q. B. P. takes P. 6 Q. Kt. to B. third. 7 K. B. to K. second. 8 K. B. to B. third. 9 K. Kt. to K. second. (b) 10 K. Kt. to Kt. third. 11 Q. Kt. P. two (not good) 12 Castles. 13 K. Kt. takes P. (bad.) 14 B. takes Kt. 15 K. Kt. P. one.

17 B. takes Q.

18 Q. R. to Q. B.

(a) To prevent the check of the B. after changing Pawns.

17 Kt. takes Q. P.

18 Kt. takes B.

(b) It would have been bad play to have taken the Q. P.

19 R. takes Kt. and wins eventually.

GAME No. XII.

Between Messrs. WITHERS and H. H. CROSS, the former giving his Queen's Knight.

	Mr. W White.	Mr. C.—Black.	
1	K. P. two	1 Q. P. two.	
2	K. P. one.	2 Q. P. one.	
3	K. B. to B. fourth.	3 K. P. one.	
4	K. B. P. two.	4 K. Kt. to R. third.	
5	K. Kt. to B. third.	5 Q. B. P. two.	
6	Q. P. one.	6 K. B. P. two.	
7	Q. B. P. one.	7 Q. Kt. to B. third.	
8	Castles.	8 K. B. to K. second.	
9	Q. B. to Q. second.	9 Q. Kt. P. one.	
10	Q. to R. fourth.	10 Q. to B. second.	
11	P. takes P.	11 Castles.	
12	Q. P. one.	12 Q. Kt. to Q. fifth. (a)	
13	Kt. takes Kt.	13 P. takes Kt.	
14	Q. P. one.	14 Q. B. to Q. second.	
15	15 B. takes K. P. (ch.) and wins.		

(a) If P. takes P., B. retakes checking and wins a piece.

GAME No. XIII.

Lively specimen of the Evans Gambit, Mr. E. WILLIAMS giving his Queen's Knight.

Mr. E. W White.	Mr. MILLER.—Black.		
1 K. P. two.	1 K. P. two.		
2 K. Kt. to B. third.	2 Q. Kt. to B. third.		

3 K. B. to B. fourth.	3 K. B. to B. fourth.
3 K. D. to D. lourin.	3 K. D. to D. lourtil.
4 Q. Kt. P. two.	4 B. takes P.
5 Q. B. P. one.	5 B. to R. fourth.
6 Castles.	6 K. Kt. to B. third.
7 Kt. to Kt. fifth.	7 Castles.
8 K. B. P. two.	8 Q. P. two.
9 K. P. takes P.	9 Kt. takes P.
10 Q. to K. R. fifth.	10 B. to Kt. third (ch.)
11 K. to R.	11 K. R. P. one.
12 B. to R. third.	12 Kt. takes K. B. P.
13 Kt. takes K. B. P.	13 R. takes Kt. (a)
14 Q. takes R. (ch.)	14 K. to R.
15 B. to K. B. eighth and	wins.

(a) After the first error in taking the K. B. P., probably he would have had a better game if he had captured the Q.

GAME No. XIV.

Mr. J. WITHERS giving the Queen's Knight.

Mr. J. W .- White.

Mr. H. H. C .- Black.

1 K. P. two.	1 K. P. two.
2 Q. B. P. one.	2 K. Kt. to B. third. (a)
3 K. Kt. to B. third.	3 Q. P. one.
4 K. B. to Q. B. fourth.	4 K. R. P. one. (b)
5 Castles.	5 Q. B. P. two.
6 Q. P. two.	6 Q. B. P. takes P.
7 P. takes P.	7 Kt. takes K. P.
8 P. takes P.	8 Q. Kt. to B. third.
9 Q. to Q. fifth. (c)	9 Q. B. to K. third.
10 Q. takes Kt.	10 Q. P. one.

11 B. takes P.	11 Q. takes B.		
12 Q. to K. second.	12 K. B. to K. second.		
13 K. R. to Q.	13 Q. to R. fourth.		
14 Q. B. to Q. second.	14 Q. to Q. B. second.		
15 B. to B. third.	15 Castles.		
16 Kt. to Q. fourth.	16 Kt. takes Kt.		
17 B. takes Kt.	17 Q. Kt. P. one.		
18 Q. R. to B.	18 Q. to Kt. second.		
19 K. B. P. two.	19 Q. B. to Q. fourth.		
20 K. B. P. one.	20 K. B. to K. Kt. fourth.		
21 Q. R. to B. third.	21 Q. R. to Q. B.		
22 Q. R. to K. Kt. third.	22 Q. R. to Q. B. fifth.		
23 Q. to K. Kt. fourth.	23 K. R. to Q. B.		
24 K. R. P. two.	24 K. B. P. one.		
25 P. takes B. (d)	25 P. takes K. P.		
26 P. takes P.	26 R. takes B.		
27 Q. takes P. (ch.) (e)	27 Q. takes Q.		
28 R. takes Q. (ch.)	28 K. to R.		
29 R. takes R.	29 P. takes R.		
30 R. to Q. seventh.	30 B. to K. fifth.		
The Game was finally drawn.			

- (a) The best move.
- (b) We believe it would have been bad play to have taken the K. P.
- (c) B. takes P. (ch.)—not so good.
- (d) Q. Kt. P. one, &c. would have been better.
- (e) We should have preferred the following:-
 - 27 R. takes R.

27 P. takes R.

28 Q. takes K. P.

29 K. B. P. one, &c.

28 R. to B. second.

GAME No. XV.

This and the following Game were between Messrs. STAUNTON and HENDERSON, Black giving the odds of P. and two moves.

Mr. H White.	M. S.—Black,
1 K. P. & Q. P. two each.	1 K. P. one.
2 K. B. to Q. third.	2 Q. B. P. two.
3 Q. P. one. (a)	3 Q. P. one.
4 Q. B. P. two.	4 Q. Kt. to R. third. (b)
5 Q. R. P. one.	5 Q. Kt. to B. second.
6 Q. Kt. to B. third.	6 Q. R. P. one.
7 Q. R. P. one.	7 K. P. one. (c)
8 K. B. P. two.	8 K. Kt. to B. third.
9 K. B. P. one.	9 K. Kt. P. one.
10 K. Kt. P. two.	10 K. Kt. to Kt. square.
11 K. Kt. to B. third.	11 K. R. P. two.
12 K. Kt. P. one.	12 K. Kt. to K. second.
13 K. B. P. one.	13 K. Kt. to Kt. square.
14 K. R. P. one. (d)	14 K. to B. second.
15 Q. B. to K. third.	15 Kt. to K. square.
16 B. takes Q. B. P.	16 B takes K. R. P. (e)
17 R. takes B.	17 Q. to Q. B.
18 B. takes Q. P.	18 B. takes B.
19 K. R. to R. fourth.	19 Q. to Q. B. fourth.
20 Q. to K. second	20 R. to Q. B.
21 K. to Q. second.	21 K. R. to R. second.
22 Q. to R. second.	22 Kt to Q. B. second.
23 Q. to K. R. third.	23 R. to Q. square.
24 Q. R. to K. B.	24 K. to B.
25 R. to K. Kt. fourth.	25 Q. to Q. Kt. fifth.
26 K. to Q. B. second.	26 Q. Kt. P. two.
27 R. P. takes P.	27 P. takes P.

c 2

28 P. takes P.

29 P. takes Kt. 30 Q. takes P.

31 Q. to K. Kt. fifth.

28 Kt. to K. R. third.

29 P. takes R.

30 R. takes P.

Black resigned in a few moves, having so decided a lost game.

- (a) We were inclined to prefer this move to K. P. one until the introduction, by Mr. Staunton himself, of what we believe to be the best reply, a move or two afterwards, viz., K. Kt. P. one.
- (b) In all probability Black may date his subsequent embarrasment chiefly to this and his two or three moves immediately following. should instead now have advanced K. Kt. P. one square, as suggested in the preceding note.
 - (c) K. Kt. P one square would have been better play.
 - (d) Undoubtedly better than moving this P. two squares.
- (e) It is obvious Black could not have retaken the B. without being mated immediately.

GAME No. XVI.

Black giving the odds of P. and two moves.

 K. P. & Q. P. two each. 2 K. P. one. (b)

3 K. B. to Q. third.

4 Q. B. P. one. 5 Q. B. to K. third.

6 P. takes B.

7 K. Kt. to B. third.

8 B. takes B.

9 Q. to Q. third.

10 Q. Kt. to Q. second.

Mr. S.—Black.

1 Q. Kt. to B. third. (a)

2 Q. P. two.

3 K. Kt. P. one.

4 K. B. to R. third

B. takes B.

6 K. Kt. to R. third

7 Q. B. to K. B. fourth. 8 Kt. takes B.

9 K. P. one.

10 Q. R. P. one.

	10
11 K. P. one.	11 K. Kt. to K. R. fifth.
12 Castles K. R.	12 Castles.
18 K. R. to B. second.	13 Kt. takes Kt.
14 Kt. takes Kt.	14 K. R. to B. fifth.
15 P. takes P.	15 Q. takes P.
16 Q. to K. third.	16 Q. R. to K. B.
17 Q. Kt. P. one.	17 Q. Kt. P. two.
18 Q. R. to K. B.	18 Q. to Q. square.
19 Kt. to Q. second. (c)	19 R. takes R.
20 R. takes R.	20 R. takes R.
21 Q. takes R.	21 Q. to K. Kt. fourth.
22 K. R. P. two.	22 Q. to B. fourth.
23 Q. takes Q.	23 Kt. P. takes Q.
24 K. to B. second.	24 K. to B. second.
25 Kt. to K. B. third.	25 K. R. P. one.
26 Q. B. P. one.	26 Kt. to K. second.
27 K. to K. third.	27 Q. B. P. one.
28 K. to Q. second.	28 Q. Kt. P. one.
29 Kt. to K. square.	29 K. to Kt. third.
30 K. to K. third.	30 K. to R. fourth.
31 K. Kt. P. one.	31 K. to Kt. fifth.
32 K. to B. second.	32 Kt. to Kt. third.
33 Kt. to Q. third.	33 Q. R. P. one.
34 Kt. to Q. B. fifth.	34 K. B. P. one.
35 P. takes P.	35 Kt. takes B. P.
36 Kt. to Kt. seventh.	36 Kt. to Q. sixth (ch.)

(a) The best authorities prefer, instead of this, K. P. one in reply to White's first moves.

37 Kt. to Q. B. eighth.

38 Kt. takes R. P.

39 Lost.

- (b) M. De La Boudonnais thought Q. Kt. to B. third better than this
 - (c) White could safely have advanced Q. B. P.

37 K. to K. third.

38 Kt. takes R. P.

39 Kt. takes B. P.

GAME No. XVII.

Between Mr. Perigal, one of the most finished London Players, and Mr. Henderson, Black giving the K. B. P. and two moves.

	Mr. H White.		Mr. P.—Black.
1	K. P. and Q. P. two each	. 1	Q. Kt. to B. third.
2	Q. B. to K. Kt. fifth. (a)	2	Q. P. two.
3	K. P. one.	3	B. to K. B. fourth.
4	Q. B. P. one.	4	Q. to Q. second.
5	B. to Q. third.	5	B. takes B.
6	Q. takes B.	6	K. P. one.
7	Kt. to K. second.	7	K. Kt. to K. second. (b)
8	Q. to K. R. third.	8	K. R. P. one.
9	B. takes Kt.	9	Q. takes B.
10	Kt. to K. B. fourth.	10	Q. to K. Kt. fourth. (c)
11	Q. takes P. (ch.)	11	Kt. covers.
12	K. Kt. P. one. (d)	12	Q. B. P. one.
13	Kt. to Q. second.	13	R. to Q. square.
14	Kt. to B. third.	14	Q. to B. fourth
15	Kt. to R. fourth.	15	Q. to K. fourth (ch.)
16	K. to Q. second.	16	K. Kt. P. two.
17	Kt. to R. fifth.	17	Resigned.

- (a) Although this is unquestionably a good move and embarrassing to the enemy for some time, still we think it rather inferior to Q. Kt. to B. third, the play suggested in the last game.
- (b) We should much have preferred K. B. to K. second to Black's present move, which unnecessarily cramps his game.
- (c) We like Kt. to Q. square better than the above move; for should White then attack the Q. and R. with his Kt., Black's move of Q. to K. Kt. fourth in that case may be made, we think, with advantage.
- (d) White may safely have captured the Q. P. with his Kt., for his opponent could not have taken K. Kt. P., or played his Q. to her B. eighth (checking), without losing the game in three or four moves at the most.

GAME No. XVIII.

Between Mr. E. WILLIAMS and the Rev. H. B., Black giving the Pawn and two Moves.

Rev. H. B White.	Mr. E. W.—Black.
1 K. P. and Q. P. two each.	1 K. P. one.
2 K. B. to Q. third.	2 Q. B. P. two.
3 Q. P. one.	3 Q. P. one.
4 Q. B. P. two.	4 K. P. one.
5 K. B. P. two.	5 P. takes P.
6 B. takes P.	6 K. Kt. to B. third.
7 K. P. one.	7 Q. B. to K. Kt. fifth.
8 K. Kt. to B. third. (a)	8 P. takes P.
9 B. takes P.	9 Q. Kt. to Q. second.
10 B. takes Kt.	10 Q. takes B.
11 Q. to K. second (ch.)	11 B. to K. second.
12 Castles.	12 Castles K. R.
13 Q. to Q. B. second. (b)	13 Q. to K. R. third.
14 Q. Kt. to Q. second.	14 K. B. to Q. third.
15 K. R. P. one.	15 Kt. to K. fourth.
16 B. takes K. R. P. (ch.)	16 K. to R.
17 P. takes B.	17 Kt. takes P.
18 K. R. to K. (best)	18 B. to R. seventh (ch.)
19 K. to B.	19 B. to Kt. sixth. (c)
20 B. to K. fourth.	20 Kt. to K. sixth (ch.)
21 R. takes Kt.	21 Q. takes R.
22 Q. Kt. to Kt. third.	22 Q. R. to K.
23 Kt. takes Q. B. P. (d)	23 Q. takes Kt.
24 B. to K. Kt. sixth.	24 R. to K. sixth.

White abandoned the game in a few moves.

- (a) Checking with the Q. would have been no better.
- (b) Q. Kt. to B. third might have been better.
- (c) Threatening to win the exchange and afterwards the K. B.
- (d) If he had moved the B. he would have been checkmated.

GAME No. XIX.

The three next Games were played between the Hon. Sec. of the Liverpool Chess Club and Mr. E. WILLIAMS, the latter giving the Pawn and two Moves.

	Mr. SWhite.		Mr. E. W.—Black.
1	K. P. and Q. P. two each.	. 1	K. P. one.
2	K. B. to Q. third.	2	Q. B. P. two.
3	K. P. one.	3	K. Kt. P. one.
4	Q. B. P. one.	4	Q. Kt. to B. third.
5	K. Kt. to B. third. (a)	5	P. takes P.
6	P. takes P.	6	K. Kt. to K. second.
7	Q. B. to K. Kt. fifth. (a)	7	K. B. to Kt. second.
8	Castles.	8	Castles.
9	Q. Kt. to B. third.	9	Q. P. one. (b)
10	K. R. to K.	10	Q. P. one.
11	K. R. P. one. (c)	11	Q. R. P. one.
12	K. B. to Q. B. second.	12	Q. B. to Q. second.
13	Q. Kt. to R. fourth.	13	Q. Kt. P. one.
14	K. Kt. to R. second.	14	Q. R. to Q. B.
15	Q. Kt. to B. third.	15	Q. Kt. P. one.
16	Q. R. P. one.	16	Q. to Q Kt. third.
17	B. takes Kt.	17	Kt. takes B.
18	K. Kt. to B. third.	18	Kt. to K. B. fourth.
19	B. takes Kt.	19	R. takes B.
20	Q. R. to Q. B.	20	Q. R. P. one.
21	Q. Kt. to K. second.	21	K. R. to K. B.
22	Q. to Q. second.	22	Q. Kt. P. one.
23	R. takes R.	2 3	R. takes R.
24	P. takes P.		P. takes P.
25	R. to Q. B.		R. to Q. R.
	R. to Q. Kt. (d)	26	Q. Kt. P. one.
	K. Kt. to K.	-	K. B. to B.
	K. B. P. two. (e)		K. B. to Q. Kt. fifth.
29	Q. to K. third.	2 9	Q. to Q. R. fourth.

30	Q.	to	Q.	B. (f)	
31	Q.	to	Q.	square.	

30 R. to Q. B. 31 B. takes Kt.

32 Q. takes Q. Kt. P. (g)

32 Q. to Q. seventh.

33 Q. to Q. Kt. seventh.

33 Q. takes Kt.

34 Q. takes B. 35 K. to R. second. 34 Q. to K. B. seventh (ch.) 35 Q. takes K. B. P. (ch.)

Mr E W_ Black

36 K. to Kt.

36 Mate in four moves.

- (a) Perhaps K. R. P. two would have been the best way of continuing the attack.
- (b) Black's reason for moving this P. only one step at a time, was to enable him to exchange it for the K. P., if he thought proper, according to his opponent's next move.
 - (c) Perhaps this P. should have been moved two squares.
 - (d) The object of this move is not very apparent.
- (e) Instead of this move, perhaps White should have endeavoured to win his opponent's Q. Kt. P.
 - (f) Kt. to Q. third would have been better play probably.
 - (g) White should certainly have taken the B.

Mr S _ White

GAME No. XX.

Between the same Players, Black giving the Pawn and two moves.

TITT : D 11 1888C.	
1 K. P. and Q. P. two.	1 K. P. one.
2 K. B. to Q. third.	2 Q. B. P. two.
3 Q. B. P. one.	3 P. takes P.
4 P. takes P.	4 K. B. to Q. Kt. fifth (ch.)
5 Q. Kt. to B. third.	5 K. Kt. to K. second.
6 Q. to K. B. third. (a)	6 Q. Kt. to B. third.

7 K. Kt. to K. second.

8 K. P. one.

9 Q. to K. Kt. third.

10 Q. B. to K. Kt. fifth.

11 B. takes B.12 Castles K. R.

13 Q. to K. third.

14 O D D ---

14 Q. R. P. one.

15 K. Kt. to Kt. third.

16 Q. Kt. to Q. Kt.

17 Q. Kt. to Q. second.

18 K. Kt. to R. fifth.

19 Kt. to B. sixth (ch.)

20 K. Kt. P. one.

21 B. takes Kt.

22 K. B. P. two.

23 P. takes P.

24 Kt. takes B.

25 Q. R. to Q. B. (d)

26 K. R. to B. second.

27 Q. Kt. P. one.

7 K. Kt. to Kt. third.

8 K. Kt. to R. fifth.

9 K. Kt. P. one.

10 B. to K. second.

11 Q. takes B.

12 Castles.

13 Q. P. two.

14 Q. B. to Q. second.

15 Q. R. P. one. (b)

16 K. Kt. P. one.

17 K. R. to B. fifth.

18 R. takes Q. P.

19 K. to R.

20 K. Kt. to B. fourth. (c)

21 P. takes B.

22 P. takes P.

23 Q. R. to K. B.

24 Q. takes Kt.

25 K. R. to Q. R. fifth. 26 Kt. to Q. fifth. (e)

27 Resigned.

(a) This is good move, and subjects Black to much annoyance.

(b) A weak move: K. R. to B. second, with the view to doubling his Rooks, would have been far preferable.

(c) Black should have taken the K. B. with his R., in which case he would have had the best of the game probably.

(d) Threatening to win a piece.

(e) A bad move-Q. P. one would have been much better play.

GAME No. XXI.

Between the same Players, Black giving K. B. P. and two moves.

Mr. S.—White.	Mr. E. W.—Black.
1 K. P. & Q. P. two each.	1 K. P. one.
2 K. B. to Q. third.	2 Q. B. P. two.
3 Q. to K. R. fifth (ch.)	3 K. Kt. P. one.
4 Q. to K. fifth.	4 K. Kt. to B. third.
5 P. takes P.	5 Q. Kt. to B. third.
6 Q. to K. Kt. third. (a)	6 Q. to Q. R. fourth (ch.)
7 Q. Kt. to B. third.	7 K. B. takes P.
8 K. Kt. to K. second.	8 Q. Kt. to K. fourth. (b)
9 Castles.	9 Castles.
10 K. R. P. one.	10 K. Kt. to R. fourth.
11 Q. to K. Kt. fifth.	11 Q. P. one.
12 Q. to Q. second (c)	12 Q. B. to Q. second.
13 Q. to K.	13 Q. to Kt. third.
14 Q. Kt. to Q.	14 K. R. to B. sixth. (d)
15 K. to R.	15 Kt. takes B.
16 P. takes Kt.	16 R. takes P.
17 Q. R. P. one.	17 K. P. one.
18 K. Kt. from K. second to	o 18 Q. B. to Kt. fourth (weak).
Q. B. third.	
19 Kt. takes B.	19 Q. takes Kt.
20 Kt. to Q. B. third.	20 Q. to B. fifth.
21 Q. B. to Q. second.	21 Q. R. to K. B.
22 Q. R. to Q. B.	22 Q. to K. third.

Black gave checkmate by force in six moves.

23 K. to R. second.

⁽a) Q. to K. Kt. fifth square would have been better play.

⁽b) It is obvious White would lose his Q. if he were to take this Kt.

⁽c) A weak move.

(d) This is an enterprizing move, since White cannot take the R. without losing his Q. Black now threatens either to take the K. R. P. with his R. or the B. with his Kt., and afterwards the Q. B. P.; White, however, would perhaps, have foiled this attack if he had moved his Q. to her B. third square.

GAME No XXII

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	GAME	No. XXII.
Bet		d Mr. E. WILLIAMS, Black giving and two moves.
	Mr. R.—White.	Mr. E. W.—Black.
1	K. P. and Q. P. two.	1 K. P. one.
	K. B. to Q. third.	2 K. Kt. P. one.
3	K. B. P. two. (a)	3 Q. P. two
4	K. P. one.	4 Q. B. P. two. (b)
5	Q. B. P. one.	5 Q. Kt. to B. third.
6	K. Kt. to B. third.	6 P. takes P.
7	P. takes P.	7 K. B. to Q. Kt. fifth (ch.)
8	Q. Kt. to B. third.	8 K. Kt. to R. third.
9	Castles.	9 Castles.
10	Q. R. P. one.	10 B. to Q. R. fourth.
11	B. to K. third.	11 K. Kt. to B. fourth.
12	B. takes Kt.	12 R. takes B.
13	Q. Kt. to K. second.	13 B. to Q. second.
14	Q. Kt. to Kt. third.	14 R. to K. B.
15	Q. to Q. third.	15 Q. R. P. one.
16	K. Kt. to Kt. fifth.	16 Q. to K. second.
17	K. R. P. two.	17 Kt. to Q.
18	K. R. to B. third.	18 Kt. to B. second.
19	Q. Kt. to R. fifth. (c)	19 Kt. takes Kt.
20	R. P. takes Kt.	20 P. takes Kt.
21	P. to Kt. sixth.	21 R. to K. B. fourth.

22 P. takes P. (ch.)	22 K. takes P.
23 K. R. to R. third.	23 B. to K.
24 K. Kt. P. two.	24 Q. to Kt. second.
25 K. Kt. P. one.	25 Q. B. to Kt. third.
26 Q. to K. second.	26 K. to Kt.
27 Q. R. to Q. B.	27 K. R. to K. B.
28 Q. to Q.	28 Q. R. to Q. B.
29 R. takes R.	29 R. takes R.
30 Q. to Kt. third.	30 Q. to K. B. second.
31 R. to K. R. second.	31 Q. to K. B. fourth & wins.

- (a) Not a good move at this point, because it constrains the action of his Q. B., and, what is still of more importance, is the loss of valuable time.
- (b) The advantage of the two moves seems now to have vanished; this is chiefly owing to White's third move.
- (c) White obtained a good attack by this sacrifice, and would have succeeded in it, probably, had it not been for Black's twenty-fourth move.

GAME No. XXIII.

Between the same Players, Black giving the odds of P. and two moves.

Mr. R.—White.	Mr. E. W.—Black.
1 K. P. and Q. P. two.	1 K. P. one.
2 K. Kt. to B. third. (a)	2 Q. P. two.
3 K. P. one.	3 Q. B. P. two.
· 4 Q. B. P. one.	4 Q. Kt. to B. third.
5 K. B. to Q. third,	5 P. takes P.
6 P. takes P.	6 K. B. to Q. Kt. fifth (ch.)
7 Q. Kt. to B. third.	7 K. Kt. to K. second.

(c)

8	Castles.	8	Castles.
9	Q. B. to K. Kt. fifth. (b)	9	Q. to K.
10	Q. to B. second.	10	Q. to K. R. fourth (c
11	B. takes Kt.	11	B. takes B.
12	Q. Kt. to K. second.	12	Q. B. to Q. second.
13	Q. Kt. to K. Kt. third.	13	Q. to K. R. third.
14	Q. R. to Q.	14.	K to R.
15	Q. R. P. one. (d)	15	R. takes Kt.
16	P. takes R.	16	Kt. takes Q. P.
17	Q. to B. third.	17	Kt. takes P. (ch.)
18	K. to Kt. second.	18	Q. B. to Q. B. third.
19	Q. to B. (e)	19	Kt. to Kt. fourth.
	K. B. P. one.	20	Q. to R. sixth (ch.)
21	K. to Kt.	21	Q. R. to K. B.
22	B. to K. second.	22	Q. P. one.
23	Q. R. to Q. third.	23	Kt. to B. second.
24	K. R. to B. second.	24	Kt. takes K. P.
25	Kt. to K. fourth.	25	Kt. takes R.
26	B. takes Kt.	26	R. takes P.
27	Q. to K. B.	27	Q. takes Q.

(a) We prefer the Q. Kt. to B. third.

(b) White may have obtained a powerful attack and subjected his opponent to much embarrassment, had he at this period taken the K. R. P. with his B., checking.

White abandoned the game.

(c) Black has now a capital game.

(d) White evidently disregarded the intention of his opponent's last move, the reason of which the reader will doubtless readily perceive as he proceeds with the game.

(e) It is obvious White would have lost his Q. if he had taken the Kt.

GAME No. XXIV.

Between Mr. C. Thomas and Mr. E. WILLIAMS, Black giving the Pawn and two moves.

Mr. C. T White.	Mr. E. W.—Black.
1 K. P. and Q. P. two each.	1 K. P. one.
9 K D to O thind	0 O D D 4

2 K. B. to Q. third.	2 Q. B. P. two
3 K. P. one.	3 K. Kt. P. one.
4 Q. B. P. one.	4 Q. Kt. to B. third.

5 K. R. P. two. 5 P. takes P.

6 P. takes P.
6 K. Kt. to K. second.
7 K. Kt. to B. third.
7 B. to K. Kt. second.

8 K. Kt. P. two. 8 Q. P. one. (a)

9 Q. B. to K. B. fourth. 9 Castles. 10 Q. to Q. second. 10 K. Kt. to Q. fourth.

11 Q. B. to K. Kt. fifth. 11 Q. to Q. Kt. third.

12 B. to K. fourth.
12 P. takes P.

13 Kt. takes P. 13 Kt. takes Kt. 14 P. takes Kt. 14 B. takes P.

15 K. R. P. one. 15 Q. takes Q. Kt. P.

16 K. R. P. takes P.
16 Q. takes Q. (ch.)
17 Kt. takes Q.
17 B. takes R.

18 R. takes P. 18 K. B. to K. Kt. second. (b)

19 Kt. to K. B. third. 19 Kt. to Q. B. sixth.

20 Kt. to Q. second. 20 Kt. takes B.

21 Kt. takes Kt. 21 K. P. one. 22 R. to R. fourth. 22 B. to K. third.

23 B. to K. third. 23 Q. R. to Q.

24 P. to K. Kt. fifth. 24 Q. B. to K. B. fourth.

25 Kt. to Q. B. fifth. 25 Q. Kt. P. one.

26 Kt. to Q. Kt. third. 26 B. takes P. 27 R. to Q. R. fourth. 27 K. R. to B. second.

White resigned.

- (a) This is a better move at the present juncture than Q. P. two squares.
- (b) Most probably this move was overlooked by White when he planned his vigorous assault; we believe it to be the best, if not the only defence left to Black.

GAME No. XXV.

The four following Games were recently played in a match between the Rev. H. B. and Mr. E. Williams, the latter giving in each the P. and move.

	Rev. H. B White.	Mr. E. W.—Black.
1	K. P. two.	1 K. P. one.
2	Q. P. two.	2 Q. B. P. one.
3	K. P. one.	3 Q. P. two.
4	P. takes P. (en pas.)	4 B. takes P.
	K. B. to Q. third.	5 K. Kt. to B. third.
6	Q. B. to Kt. fifth.	6 Q. to R. fourth (ch.)
7	Q. to Q. second.	7 Q. to Q. Kt. third.
8	B. takes Kt.	8 Q. takes Q. Kt. P.
9	B. takes K. R. P.	9 Q. takes R.
10	B. takes R.	10 Q. takes Kt. (ch.)
11	K. to K. second.	11 Q. Kt. to Q. second.
12	Q. B. P. one.	12 Q. to R. eighth. (a)
13	B. takes P.	13 Kt. to K. B.
14	K. B. to Q. third.	14 Q. B. to Q. second.
15	Q. B. to B. sixth.	15 K. to B. second.
16	Q. B. to K. Kt. fifth.	16 K. P. one.
17	K. B. to B. fourth (ch.)	17 B. to K. third.
18	Q. P. one.	18 P. takes P.
19	B. takes P.	19 R. to Q. B.

20 Q. B. P. one. (b) 21 B. takes B. (ch.)

22 Q. takes B.23 K. to Q. second (best).

24 K. to K.

20 K. P. one (best).

21 Kt. takes B.

22 Kt. to Q. fifth (ch.)

23 Q. to Kt. seventh (ch.) 24 Mates in three moves.

(a) From this point we think Black has the better game.

(b) Threatening to win a piece.

GAME No. XXVI.

Between the same Players, Black giving the P. and move.

Rev. H. B. - White.

1 K. P. two.

2 K. B. P. two. (a)

3 K. P. one.

4 K. Kt. to B. third.

5 K. B. to K. second.

6 Castles.

7 Q. B. P. one.

8 K. to R.

9 Q. Kt. P. one.

10 P. takes P.

11 Q. P. two

12 K. B. to Q. third.

13 Q. to B. second.

14 Q. Kt. P. one.

15 Q. to K. second.

16 Q. B. to K. third.

17 Q. R. to R. second.

18 Q. R. to B. second.

Mr. E. W.-Black.

1 K. P. one.

2 Q. P. two.

3 Q. B. P. two.

4 Q. Kt. to B. third.

5 Same.

6 K. Kt. to R. third.

7 Q. to Kt. third.

8 Q. B. P. one (bad).

9 P. takes P.

10 Castles.

11 Q. B. to Q. second.

12 K. Kt. P. one.

13 K. to Kt. second.

14 Q. R. to B.

15 Q. R. P. one.16 Q. Kt. to R. second.

17 Q. Kt. to Kt. fourth.

18 Q. R. P. one.

19 P. takes P.	19 Q. takes P.
20 Q. to Q. second.	20 Kt. takes Q. B. P
21 Kt. takes Kt.	21 K. B. to Kt. fifth.
22 K. R. to Q. B.	22 R. takes Kt.
23 R. takes R.	23 K. R. to Q. B.
24 K. B. P. one. (b)	24 Kt. takes P.
25 B. takes Kt.	25 K. P. takes B.
26 B. to R. sixth (ch.)	26 K. to B. second.
27 Q. to Kt. fifth.	27 B. to K. second.
28 K. P. one (ch.)	28 B. takes P.
29 Kt. to K. fifth (ch.)	29 K. to K.
30 R. takes R. (ch.)	30 B. takes R.
31 R. takes B. (ch.)	31 B. interposes.
32 Q. takes B. (ch.)	32 Q. takes Q.
33 R. takes Q. (ch.)	33 Resigned.

- (a) This is inferior to Q. P. two.
- (b) This unlooked-for move completely changes the aspect of affairs, and secures the game for White.

GAME No. XXVII.

Between the same Players, Black giving the P. and move.

Rev. H. B White.	Mr. E. W.—Black.
1 K. P. two.	1 K. Kt. to R. third.
2 K. B. to Q. B. fourth.	2 K. P. one.
3 Q. P. two.	3 K. Kt. to B. second.
4 Q. B. P. one.	4 Q. B. P. two.
5 Q. P. one.	5 P. takes P.
6 B. takes P.	6 Q. Kt. to B. third.
7 R takes K. Kt. (ch.)	7 K. takes B.

8 Q. to K. R. fifth (ch.)	8 K. Kt. P. one.
9 Q. to Q. fifth (ch.)	9 K. to Kt. second.
10 K. Kt. to B. third.	10 Q. P. one.
11 K. R. P. two.	11 K. R. P. one.
12 B. to K. third.	12 Q. to K.
13 Q. Kt. to Q. second.	13 Q. B. to K. third.
14 Q. to Q. third.	14 K. B. to K. second.
15 Castles Q. R.	15 Q. to K. B. second.
16 Q. Kt. P. one.	16 Q. R. P. two.
17 Q. Kt. to B. fourth.	17 Q. R. P. one.
18 Q. Kt. to Kt. sixth. (a)	18 P. takes P.
19 Kt. takes R.	19 P. takes P.
20 K. to Kt. second.	20 R. takes Kt.
21 R. to Q. R.	21 Q. Kt. P. two.
22 Q. to Q. second.	22 Q. Kt. P. one.
23 B. takes K. R. P. (ch.)	23 K. to Kt.
24 Kt. to Kt. fifth.	24 B. takes Kt.
25 B. takes B. (best.)	25 P. takes P. (ch.)
26 K. takes P.	26 Q. to K. Kt. second (ch.)
27 K. to Q. third.	27 Q. to Q. fifth (ch.)
28 K. to K. second.	28 B. to B. fifth (ch.)
29 K. to B. third.	29 R. to R. sixth (ch.)

(a) Knight takes Q. P.,—better.

Black winning the Q. or the game immediately.

GAME No. XXVIII.

Between the same Players, Black giving the P. and move.

Rev. H. B.—White. Mr. E. W.—Black,
1 K. P. two. 1 Q. P. one.
2 Q. P. two. 2 K. Kt. to B. third.

- 3 K. B. to Q. third.
- 4 Q. B. P. one.
- 5 K. R. P. one.
- 6 K. Kt. to B. third.
- 7 Q. P. one.
- 8 Q. Kt. to R. third.
- 9 Q. B. to K. third.
- 10 Q. Kt. to B. second.
- 11 Q. to Q. second.
- 12 K. Kt. to Kt. fifth.
- 10 IZ IZ: 1
- 13 K. Kt. to K. sixth.
- 14 Kt. takes B. (ch.)
- 15 Q. B. to R. sixth.
- 16 B. to K. second.
- 17 K. Kt. to R. fifth.
- 18 Q. B. to K. Kt. fifth.
- 19 B. takes Kt.
- 20 B. takes R. P. (ch.)
- 21 Kt. to K. third.
- 22 Castles Q. R.
- 23 K. to Kt. square. (c)
- 24 P. takes P.
- 25 K. R. to K.
- 26 Kt. to K. Kt. fourth.
- 27 Q. to K. R. sixth (ch.)
- 28 K. to R.
- 29 B. takes Kt.
- 30 Q. to Q. second (best).
- 31 K. B. P. two. (d)
- 32 Q. to Kt. fourth.
- 33 Kt. takes K. P.
- 34 Q. takes Q. Kt. P.
- 35 R. takes R.
- oo it. takes it.
- 36 Q. takes B.
- 37 Q. to B. eighth (ch.)

- 3 Q. Kt. to B. third.
- 4 K. Kt. P. one.
- 5 K. B. to Kt. second.
- 6 K. P. two.
- 7 Q. Kt. to K. second.
- 8 Q. R. P. one.
- 9 Q. Kt. P. two.
- 10 Q. B. to Kt. second.
- 11 Q. B. P. one. (a)
- 12 P. takes P.
- 13 Q. to Q. second.
- 14 K. to B. second.
- 15 P. takes P.
- 16 K. R. to K. Kt. square.
- 17 P. takes Kt. (b)
- 18 Q. to K. third.
- 19 Q. takes B.
- 20 K. to B.
- 21 Q. P. one.
- 22 Q. R. to Q.
- 23 Q. P. one.
- 24 P. takes P.
- 25 K. to Kt. second. 26 Q. to B. fourth.
- 27 K. to R.
- 28 Kt. to Kt. third.
- 29 R. takes B.
- 30 Q. R. to Q. third.
- 31 K. P. one.
- 32 Q. takes P.
- 33 Q. R. P. one.
- 34 P. takes Kt.
- 35 R. takes R. (best).
- 36 K. P. one.
- 37 K. to Kt. second.

3 8	Q.	to	Q.	B.	third	(ch.)
20	Ω	D	D	۸n	_	

40 K. to R. second.

41 P. takes Q.

42 K. to Kt. third.

38 K. to R. third.

39 Q. to Q. seventh.

40 Q. takes Q.

41 R. checks.

42 K. to Kt. fourth &c. & wins.

- (a) This is better than taking Q. P. with the Q. Kt. or B., and then pushing on K. P.
 - (b) Kt. takes Kt. would have been better.
- (c) If White had played Kt. to Kt. fourth, his opponent, by moving Q. to Kt. fourth, would have won a piece.
 - (d) Fearing the advance of K. R. P. two

GAME No. XXIX.

The following Six well-contested Games were played between the Honorary Secretary of the London Club, and Mr. J. WITHERS.

Mr. P .- White.

K. P. two.

2 Q. P. two.

3 P. takes P. 4 K. B. to Q. third.

5 K. Kt. to B. third.

6 Castles.

7 K. R. to K. (ch.)

8 Q. B. P. one.

9 B. takes R. P. (ch.)

10 B. to Q. B. second.

11 Q. to Q. second (a)

12 Q. to R. sixth (ch.)

Mr. W.—Black.

1 K. P. one.

2 Q. P. two.

3 P. takes P.

4 K. B. to Q. third.

5 Q. B. to K. Kt. fifth.

6 Q. Kt. to B. third.

7 K. Kt. interposes.

8 Castles.

9 K. to R. square (best).

10 K. Kt. P. one.

11 B. takes Kt.

12 K. to Kt.

13 P. takes B.	13 Q. to Q. second.
14 P. to K. B. fourth.	14 Kt. to B. fourth.
15 B. takes Kt.	15 Q. takes B.
16 B. to K. third.	16 Kt. to K. second.
17 Kt. to Q. second.	17 Q. to Kt. fifth (ch.)
18 K. to R.	18 Kt. to B. fourth.
19 Q. to Kt. fifth.	19 Q. to R. sixth.
20 R. to K. second.	20 K. to Kt. second.
21 Q. R. to K. Kt.	21 K. R. to R. square.
22 Q. to Kt. second.	22 Q. to R. fourth.
23 Q. R. to K.	23 K. R. to R. second.
24 K. B. P. one.	24 Q. R. to K. R.
25 B. to K. Kt. square (best)	. 25 B. takes P.
26 Kt. to K. B.	26 Kt. to R. fifth.
27 Q. to Kt fourth.	27 K. Kt. P. one.
28 Kt. to K. third.	28 K. B. takes Kt. (b)
29 R. takes B.	29 Kt. to Kt. third.
30 Q. to Q. seventh. (c)	30 Kt. to B. fifth.
31 R. from K. to K. 2nd. (d)	31 Kt. takes R.
32 R. takes Kt.	32 Q. takes K. B. P. (ch.)
33 R. interposes	33 R. to R. fifth.
34 Q. takes Q. B. P.	34 R. to Kt. fifth.
35 Q. to K. fifth (ch.)	35 K. to Kt. third.
36 Q. to K. second.	36 Q. takes R. (ch.)
37 Q. takes Q.	37 R. takes Q.
38 K. takes R.	38 R. to K. and wins.

- (a) The propriety of this move may be questioned.
- (b) Kt. takes K. B. P.—better.
- (c) We think it very hazardous thus to move away the Q. from the vicinity of the K., when Black has so fine an attack.
 - (d) To prevent checkmate.

GAME No. XXX.

Between the same Players.

Mr. P White.	Mr. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. P. two.	2 P. takes P.
3 K. B. to Q. B. fourth.	3 Q. to R. fifth (ch.)
4 K. to B.	4 Q. P. one. (a)
5 Q. P. two.	5 Q. B. to K. Kt. fifth.
6 Q. to Q. third.	6 P. to K. B. sixth (bad).
7 Kt. takes P.	7 B. takes Kt.
8 Q. takes B.	8 Q. to K. B. third.
9 Q. B. to K. B. fourth.	9 Q. Kt. to Q. second. (b)
10 Q. Kt. to B. third.	10 Q. B. P. one. (c)
11 K. P. one. •	11 P. takes P.
12 P. takes P.	12 Q. to Kt. third.
13 B. to Q. third.	13 Q. to K. third.
14 R. to K.	14 K. B. to K. Kt. fifth.
15 R. to K. fourth (good).	15 B. takes Kt.
16 B. to Q. B. fourth.	16 Q. to B. fourth (bad).
17 K. Kt. P. two.	17 Q. to K. Kt. third.
18 K. P. one.	18 K. to Q.
19 P. takes Kt.	19 K. Kt. to B. third.
20 R. to K. second.	20 B. to Q. R. fourth.
21 Q. to K. third.	21 B. to Q. Kt. fifth.

(a) Black should have played K. Kt. P. two.

22 Q. to K. fifth and wins. (d)

- (b) It would have been bad play to have taken the Q. P.
- (c) Weak-Black should now have Castled.
- (d) The attack is ably sustained throughout this game.

GAME No. XXXI.

Between the same Players.

Mr.	W	White.
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1 K. P. two.

2 K. B. P. two.

3 K. Kt. to B. third.

4 K. B. to B. fourth.

5 Q. P. two.

6 Q. B. P. one.

7 Castles.

8 Q. R. P. two. (a)

9 Q. Kt. P. two.

10 Q. to Q. third.

11 Q. B. to R. third.

12 Q. Kt. to Q. second.

13 Kt. takes B. (b)

14 Q. R. P. one.

15 Q. takes Kt.

16 Q. Kt. P. one.

17 Q. Kt. P. one. (d)

18 R. P. takes P.

19 K. R. to Kt.

20 B. takes Q. B. P. (e)

21 Q. R. to R. eight (ch.)

22 Q. takes K. B. P. (ch.)

23 R. takes R. (ch.)

24 Q. takes B.

25 Q. takes K. R. P.

26 P. takes P.

27 Q. to K. sixth (ch.)

28 R. to B. (ch.)

29 Q. to K. fifth (ch.)

Mr. P.—Black.

1 K. P. two.

2 P. takes P.

3 K. Kt. P. two.

4 K. B. to Kt. second.

5 Q. P. one.

6 Q. to K. second.

7 Q. B. P. one.

8 Q. B. to K. Kt. fifth.

9 Q. Kt. to Q. second.

10 K. R. P. one.

11 Q. Kt. to Kt. third.

12 B. takes K. Kt.

13 Castles. (c)

14 Kt. takes B.

15 Q. to Q. B. second.

16 Q. B. P. one.

17 R. P. takes P.

18 Q. takes P.19 Q. to B. second.

20 P. takes B.

21 K. to Q. second.

22 Kt. interposes.

23 R. takes R.

24 K. to B.

25 P. takes P.

26 K. Kt. P. one.

27 Q. interposes.

28 K. to Kt.

29 Q. to Q. third.

30 Kt. to R. fourth.
31 P. takes Q.

32 Kt. to B. fifth.

33 P. takes Kt.34 K. Kt. P. one. (f)

30 Q. takes Q.

31 R. to R. square.

32 Kt. takes Kt.

33 R. to R. fourth.

Drawn Game.

- (a) White may now have obtained a fine attack by taking the K. Kt. P.
 - (b) Q. takes B.—we should have preferred.
 - (c) Not good, we think.
- (d) P. takes Q. B. P. would, we think, have been a stronger way of continuing the attack.
- (e) An unadvised sacrifice. White seems to have thought this move would have produced better fruits than it actually did; had he exercised a little more pradence, we believe he must have won the game.
- (f) We believe the following moves would have given White a better chance of winning the game, e.g.:—

34 K. P. one.

35 R. to K.

36 K. P. one.

37 R. to K. fourth, &c.

34 R. takes P. 35 R. to B.

36 R. to K.

GAME No. XXXII.

Between the same Players.

Mr. W.—White.

K. P. two.
 K. Kt. to B. third.

3 Q. P. two.

4 K. B. to Q. B. fourth.

5 Q. B. P. one.

6 Castles.

Mr. P.—Black.

1 K. P. two.

2 Q. Kt. to B. third.

3 P. takes P.

4 B. checks.

5 P. takes P.

6 P. to Q. B. seventh. (a)

7 Q. takes P.	7 K. R. P. one.
8 Q. R. P. one.	8 B. to Q. R. fourth.
9 Q. Kt. P. two.	9 B. to Q. Kt. third.
10 Q. to Q. Kt. third.	10 Q. to K. second.
11 Q. B. to Kt. second.	11 K. Kt. to B. third.
12 K. P. one.	12 Kt. to R. second.
13 K. P. one.	13 Q. P. takes P.
14 B. takes K. Kt. P.	14 K. R. to Kt.
15 B. takes K. R. P.	15 Q. to B. third.
16 Q. B. to B. square (good).	16 Kt. to Q. fifth (good).
17 Kt. takes Kt.	17 B. takes Kt.
18 Q. R. to R. second.	18 Q. B. to Q. second.
19 Q. Kt. P. one.	19 Castles.
20 B. to Q. Kt. second.	20 Q. B. P. two.
21 B. takes B.	21 P. takes P.
22 B. to Q. third. (b)	22 R. takes K. Kt. P.
23 K. takes R.	23 Q. R. checks.
24 B. covers.	24 Q. takes B. (ch.)
25 Q. interposes.	25 Q. to K. fifth (ch.)
26 K. B. P. one.	26 R. takes Q. (ch.)
27 P. takes R.	27 Q. to K. B. fourth.
28 Q. R. P. one.	28 K. P. one.
29 Q. Kt. to Q. second.	29 Q. checks.
30 K. to B. second.	30 Q. checks.
31 K. to K. square.	31 Q. takes P. (ch.)
32 K. to K. second.	32 K. B. P. two, and wins.

⁽a) By this move, Black hopes in some slight degree to weaken White's position. If he had taken the Q. Kt. P., he ought to have lost the game.

⁽b) This move costs White the game. He should have played K. Kt. P. one square.

GAME No. XXXIII.

Between the same Players.

Mr. P .- White.

1 Q. P. two.

2 Q. B. P. two.

3 Q. Kt. to B. third.

4 K. P. two.

5 B. takes P.

6 K. B. P. two.

7 Q. to Q. third. (b)

8 Q. R. P. one.

o W. II. II. one.

9 K. R. P. one.

10 K. Kt. to B. third.

11 Q. B. to K. third.

12 B. to Kt. third.

13 K. B. to B. second.

14 Castles Q. R. (e)

15 K. Kt. P. two.

16 P. takes P.

17 Q. R. to K. Kt.

18 K. R. P. one.

19 K. R. P. one.

20 R. P. takes P.

21 Q. to B. square.22 K. B. P. one.

22 R. D. I. UIE.

23 P. takes K. P.24 Kt. takes B.

25 K. to Q.

26 B. takes Kt.

27 Kt. to Q. second.

28 K. to K. second.

Mr. W .- Black.

1 Q. P. two.

2 P. takes P. (inferior.)

3 K. P. one.

4 K. Kt. to B. third.

5 Q. B. P. one. (a)

6 K. B. to Kt. fifth.

7 Castles.

8 B. to R. fourth.

9 K. B. to B. second.

10 Q. R. P. one.

11 Q. Kt. P. two.

12 Q. B. to Kt. second. (c)

13 K. Kt. P. one. (d)

14 Q. to K. second.

15 Q. Kt. P. one.

16 Q. takes P.

17 Q. Kt. to Q. second.

18 K. R. to Q.

19 Q. B. P. one.

20 R. P. takes P.

21 K. to B. square. (f)

22 Q. R. to Kt. square.

23 B. takes K. P.

24 Q. takes P. (ch.)

25 Kt. takes Kt.

26 Kt. to B. third.

27 Q. to R. eighth (ch.)

28 Q. takes Q.

e 2

29 R. takes Q. 30 B. checks and wins. 29 K. to Kt. second. (g)

- (a) A weak move.
- (b) White plays the opening with great judgment.
- (c) Weak: Q. B. P. one, would have been much better.
- (d) K. Kt. to R. fourth would, probably, have been better.
- (e) Well played.
- (f) Q. R. to Q. Kt. square: stronger perhaps.
- (g) Play as he may, his game is lost.

GAME No. XXXIV.

Between the same Players.

	Mr. W White.	Mr. P.—Black.
1	K. P. two.	1 K. P. two.
2	K. Kt. to B. third.	2 Q. Kt. to B. third.
3	Q. P. two.	3 P. takes P.
4	K. B. to Q. B. fourth.	4 B. checks.
5	P. interposes.	5 P. takes P.
6	Castles.	6 P. takes P. (a)
7	B. takes P.	7 K. B. P. one.
8	K. P. one.	8 P. takes P.
9	Kt. takes P.	9 Kt. takes Kt.
10	B. takes Kt.	10 K. Kt. to B. third.
11	Q. to Q. R. fourth. (b)	11 B. to K. second.
12	K. R. to K.	12 K. to B.
13	Q. Kt. to B. third.	13 Q. B. P. one.
14	K. B. to Kt. third.	14 Q. P. two.
15	Q. to K. B. fourth.	15 K. to B. second.
16	Q. R. to Q.	16 Q. B. to K. third. (c)

17 Kt. to K. fourth.

18 K. R. to K. third.

19 Kt. takes P.

20 Q. takes P.

21 Q. to B. fourth.

22 K. R. to K. B. third

23 Kt. P. one.

24 B. takes Kt.25 Q. to B. seventh.

26 K. to B.

27 K. to K. second.

28 K. to Q. second.

29 B. takes R. (dis. ch.)

30 B. takes R. and wins.

17 K. R. P. one.

18 K. Kt. P. two.

19 P. takes Kt.

20 Q. to K. Kt. square.

21 Q. to Kt. fifth.

22 Q. R. to K. Kt. square.

23 Q. to R. sixth. (d)

24 Q. R, to Kt. fifth.

25 Q. takes P. (ch.)

26 Q. to R. eighth (ch.)

27 R. checks.

28 R. to Q. fifth (ch.) (e) 29 Q. takes R.

- (a) We believe if the attack is properly conducted, the second player ought to lose the game after this move.
 - (b) This is the strongest method of continuing the attack.
- (c) If Black had played K. R. to K. B. or to K., his opponent would have taken Q. P. with his Kt.
 - (d) It would have been better play to have exchanged Queens.
 - (e) From this point Black had no means of saving the game.

GAME No. XXXV.

The two next Games are between Mr. Finch, a strong Metropolitan Player, and Mr. Henderson.

Mr. F .- White.

1 K. P. two.

2 K. B. P. two.

3 K. Kt. to B. third.

Mr. H.—Black.

1 K. P. two.

2 P. takes P.

3 K. Kt. P. two.

4	K. B. to Q. B. fourth.	4	K. Kt. P. one. (a)
5	K. Kt. to K. fifth.	5	Q. to K. R. fifth (ch.)
6	K. to B.	6	P. to K. B. sixth.
7	Q. P. two.	7	P. takes P. (ch.)
8	K. takes P.	8	Q. to R. sixth (ch.)
9	K. to Kt.	9	K. Kt. to R. third. (b)
10	Q. B. to K. B. fourth. (c)	10	Q. P. one.
11	K. Kt. to Q. third.	11	Q. Kt. to B. third.
12	K. Kt. to B. second.	12	Q. to Kt. R. fourth.

13 Q. Kt. to B. third.

14 Q. Kt. to Q. fifth.

13 B. to Q. second. 14 Castles.

15 K. R. P. one.

15 Q. to K. Kt. third.

16 P. takes P. 17 K. to B.

16 Kt. takes P. 17 Kt. takes Kt.

18 K. takes Kt.

18 Q. takes K. P.

19 Q. B. P. one.

19 K. R. to Kt. Black ultimately won the game, having such a decided

(a) Major Janisch, in his elaborate "Analysis of the Muzio Gambit," we believe has proved this move to be unsound, and that White may safely allow his Kt. to be taken.

superiority of position and force.

- (b) By this move, Black can, in all probability, maintain his numerical advantage.
- (c) We believe White's best move to be Q. Kt. to B. third, to which Black should reply Q. Kt. to B. third.—See Walker's Treatise, p. 162.

GAME No. XXXVI.

Between the same Players.

Mr. H .- White.

Mr. F.—Black.

1 K. P. two.

1 K. P. two.

2 K. B. to B. fourth.

2 K. B. to B. fourth.

	3	Q.	B.	P.	one.
--	---	----	----	----	------

4 Q. P. two.

5 B. takes K. B. P. (ch.)

6 Q. to K. R. fifth (ch.)

7 Q. takes B.

8 Q. Kt takes P.

9 Q. to Q. B. fourth (ch.)

10 Q. Kt. to Q. fifth.

11 K. Kt. to B. third.

12 Q. to Q. B. third.

13 Kt. takes Kt. (b)14 Q. B. to Q. second.

14 C. D. 10 C. Secol

15 Q. takes Q.

16 B. to B. third (ch.)

17 Castles K. R.

18 Kt. takes Kt.

19 K. B. P. two.

20 R. takes P. (ch.)

21 B. takes P.

22 B. to Q. B. third.

3 Q. Kt. to B. third. (a)

4 P. takes P.

5 K. takes B.

6 K. Kt. P. one.

7 P. takes P.

8 Q. P. one.9 B. to K. third.

10 K. R. P. one.

IU K. R. P. one.

11 Q. R. to Q. B.

12 K. Kt. to B. third.

13 Q. takes Kt.

14 K. Kt. P. one.

15 K. takes Q.

16 Kt. to K. fourth.

17 K. R. to K.

18 P. takes Kt.19 Kt. P. takes P.

20 K. to Kt. third.

21 B. to Q. B. fifth.

White won eventually.

- (a) This move is inferior to Q. to K. second, or K. Kt to B. third.
- (b) White may advantageously have captured K. R. P. at this point.

GAME No. XXXVII.

Between Mr. Henderson and Herr W., a German Amateur.

Mr. H.—White.

1 K. P. two.

2 K. Kt. to B. third

Herr. W.—Black.

1 K. P. one.

2 Q. P. two.

3	K.	P.	one.
4	В.	che	ecks.

5 Castles.

6 B. takes Kt. (ch.)

7 Q. B. P. two.

8 Q. Kt. to B. third.

9 Q. Kt. P. one.

10 Q. to K. second.

11 Q. P. one.

12 Q. Kt. to R. fourth.

13 B. to R. third.

14 Q. R. to Q. B.

15 Q. to Q. second.

16 Q. takes R. P.

17 Q. takes Q.

18 B. takes P.

19 P. takes R.

20 P. takes P.

21 Q. P. one. 22 R. takes R.

23 R. to Q. Kt.

24 R. to Kt. eighth.

3 Q. B. P. two.

4 Kt. to B. third.

5 Q. R. P. one. (a)

6 P. takes B.

7 Kt. to K. second.

8 Kt. to Kt. third.

9 Q. to B. second. 10 B. to K. second.

11 Castles.

12 Q. R. P. one.

13 Q. to R. second.

14 Q. B. to R. third.

15 K. R. to Q. B.

16 B. to Kt. second.

17 R. takes Q.

18 R. takes Kt.
19 B. takes B.

19 D. takes D.

20 B. P. takes P.21 B. to R. sixth. (b)

22 B. takes R.

23 K. to B. 24 Kt. to K. second.

25 Q. R. P. one and wins. (c)

(a) By this move White is enabled to obtain the better game.

(b) If Black retreats B. to Q. R. second, he will lose a piece.

(c) Black never recovered from the effects of his opponent's seventh move; perhaps, however, he may have contested the after part of the game more severely.

GAME No. XXXVIII.

The two following lively games are introduced in order to show the powerful attack the second player obtains through the sacrifice of his Q. P. at the third move, if the proper answer be not immediately made to it by his opponent.

Between Mr. J. WITHERS and Mr. E. WILLIAMS.

Mr. J. W White.	Mr. E. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. to Q. B. fourth.	2 K. B. to Q. B. fourth.
3 Q. B. P. one.	3 Q. P. two. (a)
4 B. takes P.	4 K. Kt. to B. third.
5 Q. to K. B. third. (a)	5 Castles.
6 K. R. P. one.	6 Kt. takes B.
7 P. takes Kt.	7 K. P. one.
8 Q. to K. R. fifth.	8 K. B. P. two.
9 Q. B. P. one.	9 Q. B. P. one.
10 Q. Kt. to B. third.	10 Q. B. P. takes P.
11 Q. Kt. takes P.	11 Q. B. to K. third.
12 Q. Kt. to K. third.	12 B. takes Kt.
13 Q. P. takes B.	13 B. takes Q. B. P.
14 Kt. to K. second.	14 Q. to Q. sixth.
15 Q. B. to Q. second. (b)	15 K. Kt. P. one, and wins.

⁽a) See Game No. XL.

⁽b) Badly played: White should have placed his Kt. at K. B. fourth, attacking the Q.; but then Black would have had the better game.

GAME No. XXXIX.

Between Mr. Henderson and Mr. E. W. WILLIAMS.

	Mr. HWhite.		Mr. E. W.—Black.
1	K. P. two.	1	K. P. two.
2	K. B. to Q. B. fourth.	2	K. B. to Q. B. fourth.
3	Q. B. P. one.	3	Q. P. two. (a)
4	B. takes P.	4	K. Kt. to B. third.
5	K. B. to Q. Kt. third. (a)	5	Kt. takes K. P.
6	Q. to K. second.	6	Kt. takes K. B. P.
	Q. takes K. P. (ch.) (b)	7	Q. B. to K. third.
	Q. takes K. Kt. P. (ch.) (k)	8	K. R. to B.
	Q. P. two. (d)		Kt. takes R.
10	P. takes B.	10	Q. to R. fifth (ch.)
11	K. Kt. P. one. (e)	11	Q. to K. fifth (ch.)
12	K. Kt. to K. second.	12	Q. B. to K. Kt. fifth.
13	K. B. to Q.	13	Q. Kt. to B. third.
14	Q. B. to K. Kt. fifth. (f)	14	Kt. to K. fourth.
	Q. Kt. to Q. second.		
	Black gives mate	in	three moves.

- 2..... 6....
- (a) See Game No. XL.
- (b) This is not a good move; probably Q. P. two would have been better.
- (c) It is obvious White must have lost his Q if he had taken the K. B.
 - (d) This move is now made too late to save the game.
 - (e) As good a move as any White had.
- (f) In order to prevent his opponent Castling. He would have fared somewhat better, perhaps, if he had moved this B. to K. B. fourth; but play as he may, his game is irretrievably lost.

GAME No. XL.

Between Mr. CHARLES TOMLINSON, and Mr. HENDERSON.

Mr. T White.	Mr. H.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. to Q. B. fourth.	2 K. B. to Q. B. fourth.
3 Q. B. P. one.	3 Q. P. two. (a)
4 B. takes P.	4 K. Kt. to B third.
5 Q. P. two. (b)	5 P. takes P.
6 P. takes P.	6 B. to Q. Kt. fifth (ch.)
7 Q. B. to Q. second. (c)	7 B. takes B. (ch.)
8 Kt. takes B.	8 Kt. takes B.
9 P. takes Kt.	9 Q. takes P.
10 Q. to K. second (ch.)	10 B. to K. third.
11 K. Kt. to B. third.	11 Q. Kt. to B. third.
12 Q. to K. third.	12 Castles K. R.
13 Castles K. R.	13 K. R. to K.
14 K. R. to K.	14 K. R. P. one.
15 Q. to K. B. fourth.	15 Q. R. to Q.
16 Q. takes Q. B. P.	16 Kt. takes P.
17 R. to K. fifth.	17 Q. to Q. B. third.
18 Q. takes Q.	18 Kt. takes Q.
19 K. R. to K. square. (d)	19 Kt. to Q. Kt. fifth.
20 K. R. to K. B.	20 B. takes P.
21 Q. Kt. P. one.	21 Q. R. P. two.
22 K. R. to Q. B.	22 R. to Q. B.
23 R. takes R.	23 R. takes R.
24 Kt. to K. fifth.	24 Q. Kt. P. two.
25 K. R. P. one.	25 K. B. P. one.
26 Kt. to K. Kt. sixth.	26 K. to B. second.
27 K. Kt. to R. fourth.	27 R. to. Q. B. seventh.
28 K. Kt. to B third.	28 Q. R. P. one.

29 P. takes P.

29 P. takes P.

30	K.	Kt.	P.	two.	

31 K. to Kt. second.

32 R. to Q. B.

33 K. to Kt. third.

30 R. to Q. Kt. seventh.

31 Kt. to Q. B. seventh.

32 B. to Q. fourth.

33 Q. R. P. advances.

White resigned the game.

(a) This move, if not properly responded to by White, allows his opponent to obtain a fine attack, as shown in the two preceding games.

(b) The right moves for White, instead of the above, are given in the annexed variation:-

White

77 70000			
	4 K. Kt. to B. third.		
O 4. 774 41.53	E Coatles (best)		

5 Q. to Kt. third. 6 K. Kt. to B third.

7 B. takes P. (ch.)

6 Q. B. P. one.

Black.

7 R. takes B.

8 Kt. takes K. P., winning R. and three P's for two minor pieces.

(c) Perhaps Q. Kt. to B. third would have been a better move.

(d) This R. should have been played to K. third.

GAME No. XLI.

Between Mr. E. WILLIAMS and Mr. HENDERSON.

Mr. E. W .- White.

Mr. H.—Black.

1 Q. P. two.

1 K. B. P. two. (a)

2 Q. B. P. two. 3 Q. Kt. to B. third. 2 K. Kt. to B. third. 3 K. P. one.

4 K. B. P. two. (b) 5 K. Kt. to B. third. 4 Q. B. P. one.

6 K. P. one.

5 Q. P. two.

7 Q. B. P. takes P.

6 K. B. to Q. third.

8 K. B. to Q. Kt. fifth (ch.) 8 Q. Kt. to B. third.

7 Q. B. P. takes P.

. 9	K. Kt. to K. fifth.	9	B. takes Kt.
10	K. B. P. takes B.	10	K. Kt. to K. fifth.
11	Castles.	11	Castles.
12	Q. B. to Q. second.	12	Q. R. P. one. (c)
13	B. takes Kt.	13	P. takes B.
14	Kt. takes Kt.	14	K. B. P. takes Kt.
15	Q. to Q. B. second.	15	B. to Q. second.
16	B. to Q. Kt. fourth.	16	R. takes R.
17	R. takes R. (d)	17	Q. to K. Kt. fourth.
18	Q. to K. B. second.	18	K. R. P. one.
19	Q. to K. B. seventh (ch.)	19	K. to R. second.
20	Q. takes B.	20	Q. takes K. P. (ch.)
21	K. to R.	21	Q. takes Q. P.
22	Q. takes Q. B. P.		White won the game.

- (a) Black plays thus for the purpose of evading the Q. gambit, a game fraught with difficulty for the second player; nevertheless we think this move inferior to Q. P. two, and that White would get the better opening if he were now to push on his Q. P. to Q. fifth.
 - (b) We do not approve of this move.
- (c) The soundness of this move is questionable, since we believe White obtains the better game by the exchanges which follow.
 - (d) Threatening to win the Q.

GAME No. XLII.

Between the same Players.

Mr. E. W.—White.	Mr. H.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 Q. B. P. one.
3 K. P. one.	3 K. B. P. two.
4 K. B. P. two.	4 K. P. one.

5 Q. Kt. to B. third.	5	K. Kt. to B. third.
6 K. Kt. to B. third.	6	K. B. to Q. third.
7 B. P. takes P.	7	B. P. takes P.
8 K. B. to Q. Kt. fifth (ch.)	8	Q. B. to Q. second.
9 B. takes B. (ch.)	9	Q. Kt. takes B.
10 K. Kt. to K. fifth.	10	Castles.
11 Castles.	11	Kt. to K. fifth.
12 Q. B. to Q. second.	12	Q. Kt. to K. B. third.
13 Q. R. to Q. B.	13	Q. R. P. one.
14 B. to K.	14	Kt. takes Kt.
15 P. takes Kt.	15	B. takes Kt.
16 B. P. takes Kt.	16	Kt. to K. fifth.
17 Q. B. P. one.	17	Q. R. to B.
18 B. to Q. Kt. fourth.	18	K. R. to B. second.
19 P. takes P.	19	P. takes P. (a)
20 Q. to Kt. third.	20	R. takes R.
21 R. takes R.	21	K. Kt. P. one. (b)
22 K. P. one.	22	R. to B. third.
23 K. P. one.	23	Q. to K.
24 Q. takes P. (ch.)	24.	R. to B. second.
25 Q. to Q. eighth, and wins.		

- (a) Black should have exchanged Rooks, played his K. R. to Q. B. second, and then have taken the P. with his Queen.
- (b) The young player will observe, that if Black had played his Q. to her second square, his opponent would still have taken the Q. P.

GAME No. XLIII.

Between the same Players.

Mr. H.—White. Mr. E. W.—Black.
1 K. P. two. 1 K. P. two.
2 K. Kt. to B. third. 2 Q. Kt. to B. third

- 3 Q. P. two.
- 4 K. B. to Q. B. fourth.
- 5 Q. B. P. one. 6 Castles.
- 7 Q. takes P.
- 8 Q. Kt. to R. third.
- 9 K. to R.
- 10 Q. B. to K. B. fourth.
- 11 Q. R. to K.
- 12 K. B. to Q. Kt. third.
- 13 Q. Kt. to B. fourth. 14 Q. Kt. to K. third.
- 15 K. Kt. takes Kt.
- 16 Kt. takes Kt.
- 17 Kt. to K. fifth.
- 18 Kt. to K. B. third.
- 19 K. P. one.
- 20 Kt. to Q. fourth.
- 21 Kt. to K. B. fifth.
- 22 Q. takes B.
- 23 B. to Q. B. second.
- 24 Q. R. to K. second.
- 25 K. Kt. P. one.
- 26 K. B. P. takes P. 27 Q. R. to B. second.
- 28 Q. takes Q.
- 29 K. P. one.
- 30 R. takes R.
- 31 Q. Kt. P. one.
- 32 R. to K. second.
- 33 P. takes P.
- 34 B. to R. fourth
- 35 B. to Q. seventh.
- 36 R. to Q. Kt. second.

- 3 P. takes P.
- 4 Q. to K. B. third. (a)
- 5 P. to Q. sixth. (b)
- 6 Q. P. one.
- 7 K. B. to K. second.
- 8 Q. R. P. one. 9 Q. to K. Kt. third.
- 10 K. Kt. to B. third.
- 11 Castles.
- 12 K. Kt. to Kt. fifth. 13 Q. Kt. P. two.
- 14 Q. Kt. to K. fourth.
- 15 Q. P. takes Kt.
- 16 P. takes B. 17 Q. to K. B. third.
- 18 Q. B. to K. Kt. fifth.
- 19 Q. to K. R. third.
- 20 Q. B. P. two.
- 21 B. takes Kt.
- 22 Q. B. P. one.
- 23 Q. R. to Q.
- 24 B. to Kt. fourth.
- 25 P. takes P.
- 26 Q. R. to Q. seventh. 27 Q. to K. Kt. third.
- 28 K. R. P. takes Q.
- 29 R. takes R.
- 30 K. B. P. two.
- 31 R. to K. 32 K. to B.
- 33 P. takes P.
- 34 R. to Q.
- 35 K. to his second.
- 36 B. to K. B. third.

37 R. to Q. Kt. fourth.

38 R. takes P.

37 B. takes P.

38 B. to K. B. third.

Drawn game.

- (a) This was a favourite move with the late Mr. McDonnell. It may be played with safety, and gives a pleasing variety to this sort of game.
 - (b) A better move than taking the P.

GAME No. XLIV.

Between the same Players.

Mr. E. W.—White.	Mr. H.— <i>Black</i> .
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 K. B. to B. fourth.	3 Same.
4 Q. P. one.	4 K. Kt. to B. third.
5 Q. Kt. to B. third.	5 Q. P. one.
6 K. R. P. one.	6 K. R. P. one.
7 Castles.	7 Castles.
8 Q. Kt. to K. second.	8 Same.
9 Q. Kt. to K. Kt. third.	9 Q. Kt. to K. Kt. third.
10 Q. B. P. one.	10 Q. B. to K. third.
11 K. B. to Kt. third.	11 Q. to Q. second. (a)
12 Q. P. one.	12 P. takes P.
13 P. takes P.	13 B. takes B.
14 Q. R. P. takes B.	14 K. B. to Kt. third.
15 Q. to Q. third.	15 Q. R. to K.
16 R. to K.	16 Q. B. P. one.
17 Q. Kt. to B. fifth.	17 K. to R. second.
18 K. Kt. to R. fourth.	18 Q. Kt. takes Kt.

19	Kt.	takes	Kt.
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20 K. to R.

21 Q. B. to Q. second.

22 R. takes P.

23 Kt. takes P.

24 R. takes R.

25 Kt. to B. eighth (ch.)

26 Q. to K. Kt. third (ch.)

27 Q. takes R. (ch.)

28 Q. to Kt. third (ch.) 29 Q. takes Q. P. and wins. 19 Kt. to Kt. square.

20 K. B. P. two. (b)

21 P. takes P. (c)

22 K. Kt. P. one.23 R. takes K. B. P.

24 Q. takes R.

25 K. to Kt. second.

26 K. takes Kt.

27 K. to Kt. second.

28 K. to R. second.

W. Lakes & I. and will.

(a) Threatening to take K. R. P. with the B.

- (b) We believe this move cost Black the game.
- (c) K. Kt. P. one might have been somewhat better.

GAME No. XLV.

Between the same Players.

Mr. E. W.—White.

K. B. P. two.
 K. Kt. to B. third.

3 Q. P. two.

4 Q. B. P. two.

5 Q. Kt. to B. third.

6 K. P one.

7 B. to Q. third.

8 Castles.

9 P. takes B.

10 P. takes Q. P.

11 Q. B. P. one.

Mr. H.—Black.

1 Same.

2 Same.

3 K. P. one.

4 B. checks.

5 Q. B. P. two.

6 Castles.

7 Q. Kt. P. one.

8 B. takes Kt.

9 Q. P. two. (a)

10 K. P. takes P.

11 Q. Kt. to B. third.

12 Q. B. P. takes P.	12 Q. takes P.
13 Q. to K. second. (b)	13 Q. B. to K. third.
14 K. Kt. to Kt. fifth. (c)	14 Q. B. P. one.
15 K. B. to B. second.	15 Q. Kt. P. one.
16 Q. R. to Kt. square.	16 Q. B. to Q. second.
17 Q. to B. second.	17 Q. R. P. two.
18 B. to Q.	18 K. R. P. one.
19 K. B. to B. third.	19 K. Kt. to K. fifth.
20 B. takes Kt. (d)	20 P. takes B.
21 Kt. to R. third.	21 B. takes Kt.
22 P. takes B.	22 Q. Kt. to Kt. fifth.
23 K. to R.	23 Q. Kt. to Q. sixth.
24 Q. to K. Kt. second.	24 K. R. to B. third.
25 K. R. to Kt. square.	25 Q. R. to R. second.
26 Q. R. P. one.	26 Q. Kt. P. one.
27 P. takes P.	27 P. takes P.
28 Q. R. to R. square (bad).	28 Kt. to B. seventh (ch.)
29 Q. takes Kt.	29 R. takes R.
30 Q. to R. fourth.	30 Q. to B. second.
31 Q. to Kt. fourth.	31 K. to R. second.
32 K. B. P. one.	32 R. takes P.
33 Q. takes K. P.	33 K. to R.
The come was	won hy Black

The game was won by Black.

- (a) Black did wrong thus to allow his adversary to undouble his Pawns.
 - (b) Q. to R. fourth, would probably have been better.
- (o) By this ill-considered move, Black obtains an advantage in position.
 - (d) We should have preferred playing Kt. to R. third.

GAME No. XLVI.

Brief skirmish between Mr. Justice, a fine player of the Bristol Club, and Mr. J. WITHERS.

Mr. J White.	Mr. J. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 K. B. to Q. B. fourth.	3 K. B. to B. fourth.
4 Q. Kt. P. two.	4 B. takes P.
5 Q. B. P. one.	5 B. to R. fourth.
6 Castles.	6 K. Kt. to B. third.
7 Q. P. two.	7 P. takes P.
8 K. P. one.	8 K. Kt. to K. fifth.
9 P. takes P. (a)	9 Castles.
10 Q. to Q. third.	10 Q. P. two.
11 P. takes P. (en pas.)	11 Kt. takes P.
12 Q. B. to Kt. fifth.	12 Q. Kt. to K. second.
13 Q. Kt. to B. third. (b)	13 Q. B. to K. B. fourth.
14 B. takes Kt.	14 B. takes Q.
15 B. takes Q.	15 B. takes B. and wins.

⁽a) Q. to Kt. third, or K. B. to Q. fifth, would, probably, have been stronger play.

GAME No. LXVII.

Between Mr. E. WILLIAMS and Mr. J. WITHERS.

Mr.E. W.—White. Mr. J. W.—Black.
1 K. P. two. 1 K. P. two.

2 K. Kt. to B. third. 2 K. Kt. to B. third.

⁽b) A bad move.

3	K. B. to B. fourth.	3	Q. Kt. to B. third. (a)
4	K. Kt. to Kt. fifth.	4	Q. P. two.
5	P. takes P.	5	Q. Kt. to R. fourth.
6	K. B. to Q. Kt. fifth (ch.)	6	B. to Q. second.
7	B. takes B. (b)	7	Q. takes B.
8	Q. Kt. to B. third.	8	Kt. takes P.
9	Q. P. one. (c)	9	K. B. to Q. Kt. fifth.
10	Q. B. to Q. second.	10	Castles K. R.
11	Q. to K. R. fifth.	11	K. R. P. one.
12	K. Kt. to K. fourth.	12	B. takes Kt.
13	P. takes B.	13	K. B. P. two.
14	Kt. to Kt. third.	14	K. Kt to B. fifth.
15	B. takes Kt.	15	P. takes B.
16	Kt. to K. second.	16	Q. R. to K.
17	Castles K. R.	17	Q. to Q. third.
18	Q. R. to Kt.	18	Q. B. P. two.
19	Q. to B. third.	19	K. Kt. P. two.
20	K. R. P. two.	20	Q. R. to K. second.
21	Q. B. P. one.	21	Q. Kt. to B. third.
22	Kt. to Q. B. third.	22	Kt to Q. fifth.
23	Q. to K. R. fifth.	23	Q. Kt. P. one.
24	P. takes P.	24	P. takes P.
25	K. R. to K.	25	Q. R. to K. R. second.
26	Q. takes K. Kt. P. (ch.)	26	Q. R. to K. Kt. second.
	Q. to R. fifth.	27	P. to K. B. sixth (good).
28	K. R. to K. eighth.	28	R. takes P. (ch.)
29	K. to B. square.	29	R. takes R.
3 0	Q. takes R. (ch.)	3 0	K. to Kt. second.
31	R. to K. square.	31	R. takes P. (ch.) (d)
32	K. takes R.	3 2	Q. to K. R. seventh (ch.)
33	K. to K. third.	33	Kt. takes P. (ch.)
34	K. takes P.	34	Kt. to B. fifth (ch.) (e)

35 Q. to K. R. third (ch.) 36 Q. to B. fifth (ch.) 37 Q. to B. sixth (ch.)

35 K. to K. third.

36 K. to B. second. 37 K. to Kt. second. 38 K. to Kt.

39 K. to B.

38 Q. to Kt. sixth (ch.) Drawn game.

- (a) This move produces the opening known by the name of "The two Knights' game," which is a bad one for the second player. It wild have been better to have taken the K. P.
 - (b) Q. to K. second would have been stronger play.
 - (c) Castling would have been preferable.
 - (d) A good move, and the only one Black had to save the game.
 - (e) If he had taken the Rook he would have lost the game.

GAME No. XLVIII.

Between Mr. JUSTICE and Mr. WITHERS.

Mr. J.—White.

1 K. P. two.

2 K. Kt. to B. third.

3 K. B. to Q. B. fourth.

4 Q. Kt. P. two.

5 Q. B. P. one.

6 Castles.

7 Q. P. two.

8 Q. B. to K. Kt. fifth.

9 B. to K. R. fourth.

10 K. R. P. one.

11 Q. Kt. to R. third.

12 K. B. to Q. third.

13 Q. to Q. second.
14 B. to K. Kt. third.

15 P. takes P.

16 K. P. one.

Mr. W .- Black.

1 K. P. two.

2 Q. Kt. to B. third.

3 Same.

4 B. takes P.

5 B. to R. fourth.

6 K. Kt. to B. third.

7 Castles.

8 K. R. P. one.

9 Q. P. one.

10 B. to Kt. third.

11 Q. Kt. to R. fourth.

12 K. Kt. P. two.

13 Kt. to K. R. second. (a)

14 P. takes P.

15 K. B. P. two.

16 K. B. P. one.

17 B. to K. R. second.	17 Q. B. to K. B. fourth.
18 B. takes B.	18 R. takes B.
19 Q. to Q. third.	19 Q. to Q. second.
20 Q. R. to Q.	20 Q. R. to K. B.
21 K. R. to K.	21 P. takes P.
22 Kt. takes P.	22 Q. to Q. third.
23 Q. Kt. to B. fourth.	23 Kt. takes Kt.
24 Q. takes Kt. (ch.)	24 K. to Kt. second.
25 Kt. to Kt. fourth.	25 K. R. to Q. fourth.
26 K. R. to K. fourth.	26 Kt. to B. third.
27 Kt. takes Kt.	27 R. takes Kt.
28 K. Kt. P. one.	28 Q. B. P. two.
29 K. Kt. P. takes P.	29 K. Kt. P. takes P.
30 Q. R. to K.	30 R. takes P.
31 R. to K. seventh (ch.)	31 K. to R.
32 Q. to B second.	32 R. to K. Kt. third (ch.)
33 K. to B.	33 R. to Q. seventh.
34 Q. to B. third (ch.)	34 Q. to Q. fifth.
35 Q. takes Q. (ch.)	35 R. takes Q.
White ultimat	ely won the game.

(a) He might safely have taken the B.

GAME No. XLIX.

Between Mr. J. WITHERS and Mr. E. WILLIAMS.

	Mr. J. W White.	Mr. E. W.—Black.
1	Q. P. two.	1 Q. P. two.
2	Q. B. P. two.	2 K. P. one.
3	Q. Kt. to B. third.	3 K. Kt. to B. third.
4	K. Kt. to B. third.	4 Q. B. P. two.

5 K. P. one.

6 K. B. to Q. third.

7 Q. Kt. P. one.

8 Q. B. to Kt. second.

9 Castles.

10 Q. R. P. one.

11 Q. P. takes P.

12 Q. B. P. takes P.

13 Q. R. to Q. B.

14 Q. Kt. to R. fourth.

15 B. takes Kt.

16 Kt. takes P.

17 R. takes B.

18 Kt. to Q. fourth.

19 R. to Q. B. seventh.

20 Q. to K. B. third.

21 K. R. to Q. B.

22 Q. to Kt. third.

23 B. to Q. Kt.

24 Q. Kt. P. one. 25 Kt. to K. B. fifth.

26 B. to Q. third. (d)

27 Kt. to K. seventh (ch.)

28 Q. to R. third.

29 Kt. takes P. (ch.)

30 Kt. takes R.

White forces checkmate in four moves.

5 Q. Kt. to B. third.

6 K. B. to Q. third.

7 Q. Kt. P. one.

8 Same move.

9 Same. (a)

10 Q. R. P. one.

11 Kt. P. takes P.

12 K. P. takes P.

13 Q. to Q. second. (b)

14 Q. to K. second.

15 Q. takes B.

16 B. takes Kt.

17 Kt. to K. second.

18 Kt. to K. Kt. third. (c)

19 Q. R. to Kt.

20 Q. to Q. third.

21 Kt. to K. fourth. 22 Q. to K. B. third.

23 B. to Q. R.

24 Kt. to Q. B. fifth.

25 Kt. takes Q. R. P.

26 R. takes Q. Kt. P. (e) 27 K. to R.

28 K. Kt. P. one. (f)

29 K. to Kt. second. 30 R. to K. R. fifth.

31 Kt. to K. sixth (ch.) (g) 31 K. to R. third.

⁽a) This method of getting all the pieces into action before actually commencing hostilities may, perhaps, not be so interesting to the reader as some others of the openings, such as the gambits, yet we believe it to be one of the strongest ways of beginning a game.

⁽b) A careless move.

⁽c) Q. R. to Q. B. square would have been better.

- (d) Taking K. B. P. with R. would not have been so good, c. g.-
- 26 R. takes K. B. P.
- 27 Q. takes Q. R. (ch.)
- 28 Q. to Q. sixth. (if) (A)
- 29 Q. takes Q.

- 26 R. takes R. (best). 27 R. to K. B.
 - 28 Kt. takes B.
- 29 R. takes Q., and must win a piece.
- (A) 28 Q. to B. or R. seventh.
 - 29 Kt. to K. seventh (ch.)
 - 30 R. takes Kt. (if)
- 28 Kt, takes B. 29 K. to R. (best).
- 30 Mate in three moves.
- (e) By this move Black lost the game.
- (f) It would have been no better play to have moved K. R. P. one. If he had moved Q. R. to K. R. fifth, his adversary, by playing Q. to Q. B. eighth, would have won immediately.
 - (g) Well played.

GAME L.

The two next well-contested Games were played between M. ZYTOGORSKI, one of the best Players in London, and Mr. E. WILLIAMS.

Mr. Z .- White.

- 1 K. P. two.
- 2 K. B. P. two.
- 3 K. Kt. to B. third.
- 4 K.B. to K. second.
- 5 K. P. one.
- 6 Q. B. P. one.
- 7 Q. Kt. P. one.
- . 40 -----
- 8 Q. P. two.
- 9 P. takes P.
- 10 K. to B. second. (a)
- 11 K. to Kt. third.

- Mr. E. W.—Black.
- 1 Q. B. P. two.
- 2 K. P. one.
- 3 Q. Kt. to B. third.
- 4 Q. P. two.
- 5 Q. B. to Q. second.
- 6 Q. to Kt. third.
- 7 K. Kt. to R. third.
- 8 P. takes P.
- 9 K. B. to Q. Kt. fifth (ch.)
- 10 K. Kt. to Kt. fifth (ch.)
- 11 K. R. P. two.

6	33	
12 K. R. P. one.	12	K. Kt. to R. third.
13 Q. B. to Q. Kt. second. (b)	13	K. Kt. to B. fourth (ch.)
14 K. to R. second.	14	K. R. P. one.
15 Q. to Q. third.	15	K. Kt. to Kt. sixth.
16 K. R. to Q.	16	K. Kt. to R. fourth.
17 Q. to K. third.	17	K. Kt. to Kt. sixth.
18 K. B. to Q. third.	18	K. B. to K. second.
19 Q. Kt. to Q. second.	19	Q. R. to Q. B.
20 Q. R. P. one.	20	K. R. to R. third. (c)
21 K. Kt. to Kt. fifth.	21	Q. Kt. to Q. (d)
22 Q. R. P. one.	22	K. B. P. one.
23 Q. R. P. one.	23	Q. to B. second.
24 Q. R. to Q. B.	24	Q. to Q. Kt.
25 R. takes R.	25	Q. takes R.
26 P. takes P.	26	P. takes P.
27 K. Kt. to B. third.	27	K. B. P. one.
28 K. Kt. to K. fifth.	28	Q. Kt. to B. third.
29 R. to Q. B.	29	Q. to Q.
30 Q. R. P. one.	3 0	Kt. takes Kt.
31 Q. P. takes Kt. (e)	31	Q. Kt. P. one.
32 Q. B. to Q. fourth.	32	K. to B. second.
33 Kt. to K. B.	33	R. to K. Kt. third.
34 Kt. to Q. second.	34	K. B. to B. square.
35 Q. to K. B. third.	35	K. B. to R. third.
36 Q. B. to K. third.	36	K. to K. Kt.
37 Q. Kt. P. one.	.37	Q. B. to K.
38 Kt. to Q. Kt. third.	38	R. to Kt. second.
39 Kt. to Q. fourth.	3 9	Q. to K. second.

41 Q. to K. B. second. 41 Q. B. to K. 42 Kt. to Q. B. sixth. 42 B. takes Kt. 43 K. to R. second.

43 R. takes B. (f)

44 Q. B. takes Q. Kt. P.

45 R. takes P.

40 Q. Kt. P. one.

45 Q. to Q. R. sixth. (g) White abandoned the game in a few moves.

40 B. to R. fourth.

44 P. takes B.

- (a) It is obvious he would have lost his Q. P. if he had interposed either B. or Kt.
- (b) Had he moved B. to Q. third, Q. Kt. to Q. second, or Q. B. to Q. second, his opponent would have taken the Q. P.
 - (c) Intending to push K. B. P. one the next move.
- (d) A slight examination of the position will show this move to have been necessary before playing K. B. P. one.
 - (e) The Q. P. was the best to retake with.
 - (f) P. takes B. would, perhaps, have been better.
 - (g) After this move White had no means of saving the game.

GAME No. LI.

Between the same Players.

Mr. Z White.	Mr. E. W Black.
1 K. P. two.	1 Q. B. P. two.
2 K. B. P. two.	2 K. P. one.
3 K. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. to K. second.	4 Q. P. two.
5 K. P. one.	5 Q. B. to Q. second.
6 Q. R. P. two.	6 K. Kt. to R. third.
7 Castles.	7 Q. to Kt. third.
8 Q. B. P. one.	8 K. B. to K. second.
9 K. Kt. to Kt. fifth.	9 Castles.
10 Q. P. one.	10 K. B. P. one.
11 P. takes P.	11 B. takes P.
12 K. B. to B. third.	12 K. Kt. to B. fourth.
13 K. Kt. P. two.	13 K. Kt. to R. fifth.
14 K. Kt. to R. third.	14 Kt. takes B.
15 Q. takes Kt.	15 K. B. to K. second.
16 Q. Kt. to Q. second.	16 K. B. to Q. third.
17 Q. to K. second.	17 Q. R. to K.

18 Q. Kt. to K. B. third.	18 Q. to Q. B. second.
19 Q. B. to Q. second.	19 K. P. one.
20 P. takes P.	20 Kt. takes P.
21 Kt. takes Kt.	21 R. takes R. (ch.)
22 R. takes R.	22 B. takes Kt.
23 Q. to K. Kt. second.	23 Q. B. to B. third.
24 Kt. to Kt. fifth.	24 B. takes P. (ch.)
25 K. to B. second.	25 Q. P. one.
26 Q. to R. third.	26 K. R. P. one.
27 Kt. to B. third. (a)	27 B. takes Kt.
28 K. takes B.	28 Q. to K. B. second (ch.)
29 K. to Kt. second.	29 R. to K. seventh (ch.)
30 K. to R.	30 Q. to Q. fourth (ch.)
31 Q. to B. third.	31 Q. takes Q.

(a) This move involves the loss of a piece.

32 R. takes Q.

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32 R. takes B. and wins.

Between Mr. E. WILLIAMS and Mr. J. WITHERS.

Mr. E. W White.	Mr. J. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. to B. fourth.	2 K. B. to Q. B. fourth.
3 K. Kt. to B. third.	3 Q. P. one.
4 Q. B. P. one.	4 K. Kt. to B. third.
5 Q. P. two.	5 P. takes P.
6 P. takes P.	6 B. to Kt. third.
7 Q. Kt. to B. third.	7 Q. B. to Kt. fifth.
8 Q. B. to K. third.	8 Q. Kt. to B. third.
9 K. B. to Kt. fifth.	9 Castles.
0 B. takes Kt.	10 P. takes B.

G 2

11 K. R. P. one.	11 B. to Q. second. (a)
12 Castles.	12 K. R. P. one.
13 R. to K.	13 R. to K.
14 K. P. one.	14 Kt. to Q. fourth.
15 Kt. takes Kt.	15 P. takes Kt.
16 P. takes P.	16 P. takes P.
17 Q. to Q. Kt. third.	17 B. to K. third.
18 Q. R. to B.	18 Q. R. to Kt.
19 Q. to Q. third.	19 Q. to Q. second.
20 Q. R. P. one.	20 Q. R. P. two.
21 B. to K. B. fourth.	21 Q. B. to K. B. fourth. (b)
22 R. takes R. (ch.)	22 R. takes R.
23 Q. to Q. Kt. third.	23 K. B. to Q. B. second.
24 · Q. takes Q. P.	24 R. to K. seventh (bad).
25 R. takes B.	25 Q. takes R.
26 Q. takes B.	26 R. takes Q. Kt. P.
27 Q. to Q. fifth.	27 Q. to Q. B. seventh.
28 B. to K. Kt. third.	28 R. to Kt. eighth (ch.)
29 K. to R. second.	29 Q. to B. eighth.
30 B. takes Q. P.	30 Q. to R. eighth (ch.)
31 K. to Kt. third.	31 Q. to Q. B. eighth.
32 Q. to Q. R. eighth (cl	h.), and wins in a few moves.

- (a) Q. B. to K. third, we think better.
- (b) By this ill-considered move Black loses a Pawn.

GAME No. LIII.

Between the same Players.

Mr. J. W.— White. Mr. E. W.—Black.
1 Q. P. two. 1 Q. P. two.
2 K. P. one. 2 Q. B. P. two.

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3 Q. B. P. two.	3 K. P. one.
4 Q. Kt. to B. third.	4 K. Kt. to B. third.
5 K. Kt. to B. third.	5 Q. Kt. to B. third.
6 K. B. to K. second.	6 K. B. to Q. third.
7 Q. Kt. P. one.	7 Q. Kt. P. one.
8 Castles.	3 Q. R. P. one.
9 Q. B. to Kt. second.	9 Castles.
·10 Q. R. P. one.	10 Q. B. to Kt. second.
11 Q. R. to B.	11 Q. R. to B.
12 Q. B. P. takes P.	12 K. P. takes P.
13 Q. P. takes P.	13 P. takes P.
14 Q. Kt. to R. fourth.	14 K. Kt. to K. fifth.
15 K. Kt. P. one.	15 Q. Kt. to K. second.
16 K. Kt. to K. fifth.	16 B. takes Kt.
17 B. takes B.	17 Q. Kt. to K. Kt. third.
18 Q. B. to Kt. second.	18 Q. to K. Kt. fourth.
19 K. B. P. two.	19 Q. to K. R. third.
20 K. B. to Kt. fourth. (a)	20 K. B. P. two.
21 K. B. to R. fifth.	21 K. R. to Q.
22 B. takes Kt.	22 Q. takes B.
23 Q. to K. second. (b)	23 Q. P. one.

(a) A weak move.

24 P. takes P.

(b) Q. to K. square would have been better probably.

GAME No. LIV.

White resigned.

24 Kt. takes K. Kt. P.

Between Mr. JUSTICE, and Mr. J. WITHERS.

Mr. J.—White.

1 K. P. two.
2 K. Kt. to B. third.

Mr. J. W.—Black.
1 K. P. two.
2 Q. Kt. to B. third.

3 Q. Kt. takes P.
4 P. takes Kt.
5 Q. to K. B. third.
6 Q. B. P. one.
7 K. Kt. to R. third.
8 K. B. to Q. third.
9 K. B. to K. fourth.
10 Q. P. one.
11 Q. B. to Kt. fifth.
12 Kt. takes B.
13 K. R. P. two.
14 K. R. P. one.
15 Kt. takes R. P.
16 B. to Q. fifth (ch.)
17 P. takes P.
18 P. takes P.
19 Q. to R. fifth.
20 Kt. takes R.
21 K. B. P. one.
22 Q. to R. seventh (ch.)
23 Q. to R. fourth (ch.)
24 P. takes Kt.

25 Q. takes B.

27 K. moves.

26 K. to B. third.

25 Q. to R. sixth (ch.)

27 P. takes Q. and wins.

26 K. Kt. P. to Kt. fifth (ch.)

⁽a) An ugly move.

⁽b) He should have moved Q. to K. second.

⁽c) Obviously, it would have been bad play to have taken the Kt.

GAME No. LV.

Between one of the most eminent Members of the St. George's Chess Club and Mr. HENDERSON.

George a cares care	
Mr. H-White.	Mr.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 K. Kt. to B. third.
3 Q. P. two. (a)	3 K. Kt. takes P.
4 Kt. takes P.	4 Q. P. two.
5 K. B. to Q. third.	5 K. B. to Q. third.
6 Castles.	6 Castles.
7 Q. B. P. two.	7 Q. B. P. one.
8 Q. Kt. to B. third.	8 Kt. takes Q. Kt.
9 P. takes Kt.	9 K. B. P. one.
10 K. Kt. to Kt. fourth. (b)	10 Q. B. to K. third.
11 P. takes P.	11 P. takes P.
12 K. B. P. two.	12 Q. to Q. B. second.
13 Q. B. to Q. second.	13 Q. Kt. to B. third.
14 K. B. P. one.	14 Q. B. to B. second.
15 K. R. P. one.	15 Q. B. to R. fourth.
16 Q. to B. third. (c)	16 Q. to K. B. second.
17 Q. R. to K.	17 Q. B. takes Kt.
18 P. takes B.	18 Q. R. to Q.
19 P. to K. Kt. fifth.	19 P. takes P.
20 Q. B. takes P.	20 K. B. to K. second.
21 Q. B. to Q. second.	21 K. R. P. one.
22 Q. R. to K. sixth.	22 Q. R. to Q. third.
23 Q. to Kt. fourth (good).	
24 Q. R. takes R.	24 B. takes Q. R.
25 K. B. P. one.	25 Q. to Kt. square.
26 Q. to Kt. sixth.	26 R. to B. second.

27 R. takes P.

27 P. takes P. (ch.)

28 Q. takes P. (ch.)

28 R. to R. second.

29 B. takes R.

29 Resigned.

- (a) Instead of this move, we prefer K. B. to Q. B. fourth.
- (b) Q. to R. fifth probably would have been better.
- (c) Perhaps Kt. to R. sixth (ch.), or Kt. takes P. (ch.), would have been stronger play.

GAME No. LVI.

Between Mr. J. WITHERS and Mr. E. WILLIAMS.

	Mr. E. W White.	Mr. J. W.—Black.
1	K. P. two.	1 K. P. two.
2	K. Kt. to B. third.	2 Q. Kt. to B. third.
3	Q. P. two.	3 Kt. takes P.
4	Kt. takes P.	4 Kt. to K. third.
5	K. B. to Q. B. fourth.	5 Q. to B. third.
6	K. Kt. to Kt. fourth.	6 Q. to K. Kt. third.
7	Q. Kt. to B. third. (a)	7 K. B. to Q. Kt. fifth.
8	Castles.	8 B. takes Kt.
9	P. takes B.	9 Q. takes K. P.
10	B. to Q. fifth.	10 Q. to K. Kt. third.
11	K. B. P. two.	11 K. Kt. to B. third.
12	Kt. takes Kt. (ch.) (b)	12 Q. takes Kt.
13	K. B. P. one.	13 Q. takes Q. B. P. (bad)
14	P. takes Kt.	14 Q. P. takes P. (c)
15	Q. to K. B. third.	15 Q. takes Q. (best).
16	B. takes Q.	16 Castles.
17	Q. R. to Q. Kt.	17 Q. R. to Kt.
18	Q. B. to R. third.	18 K. R. to Q. (best).
19	Q B. to K. seventh.	19 K. R. to K.

 20 K. R. to Q.
 20 Q. B. P. two.

 21 K. B. to B. sixth.
 21 P. takes B.

 22 R. takes R.
 22 K. B. P. two.

 23 B. takes P.
 23 K. P. one.

24 B. takes Q. R. P. & wins.

(a) K. B. to Q. third, perhaps, better.

(b) Kt. to K. fifth would, perhaps, have been a more forcible move.

(c) Had he taken the R., he must have lost his Q.

GAME No. LVII.

Between the same Players.

	Mr. E. W White.		Mr. J. W Black.
1	K. P. two.	1	K. P. two.
2	K. Kt. to B. third.	2	Q. Kt. to B. third.
3	Q. B. P. one.	3	K. B. P. two. (a)
4	P. takes P.	4	K. P. one.
5	Q. to K. second.	5	K. Kt. to B. third.
6	Q. P. one.	6	Q. P. two.
7	P. takes P.	7	P. takes P.
8	B. to Kt. fifth.	8	B. takes P.
9	Q. Kt. to Q. second.	9	K. B. to K. second.
10	B. takes Kt.	10	P. takes Kt. (best.)
11	Q. takes P.	11	B. takes B.
12	Q. takes B.	12	Q. to K. second (ch.)
13	Kt. to K. fourth.	13	Castles.
14	Castles.	14	Kt. to Q. Kt. fifth.
15	K. to Kt. (b)	15	B. takes P.
16	K. B. to Q. B. fourth (ch.)	16	K. to R.
17	Q. to Kt. fourth.	17	B. takes P. (c)

18 K. takes B.

18 Q. to K. fourth (ch.)

19 K. to Kt.

19 R. to B. fifth.

20 Kt. to K. Kt. fifth. (d)

20 Q. to B. sixth.

- 21 Q. takes R., and Black draws by giving perpetual check
 - (a) This move is recommended by Lewis.
- (b) He could not have taken the Kt. without losing his Queen. Perhaps, however, it would have been better play, had he checked with B., and then taken the B. with Kt.
 - (c) Very well played.
- (d) A good move, as Black could not have taken the Q. without losing the game.

GAME No. LVIII.

Between the same Players.

	Mr. J. W White.	Mr. E. WBlack.
1	Q. P. two.	1 K. P. one.
2	Q. B. P. two.	2 Q. P. two.
3	Q. Kt. to B. third.	3 K. Kt. to B. third.
4	K. P. one.	4 Q. B. P. two
5	K. Kt. to B. third.	5 Q. Kt. to B. third.
6	K. B. to Q. third.	6 K. B. to Q. third.
7	Q. B. to Q. second.	7 Castles.
8	Castles.	8 Q. R. P. one.
9	K. R. P. one. (a)	9 Q. Kt. P. one.
10	Q. R. to Q. B.	10 Q. B. to Kt. second.
11	Q. B. P. takes P.	11 K. P. takes P.
12	K. B. to Q. Kt.	12 Q. Kt. to K. second.
13	Q. Kt. P. one.	13 K. Kt. to K. fifth.
14	Q. Kt. to K. second.	14 K. B. P. two.

15 B. takes Kt.
16 Q. Kt. to K. Kt. third.
17 Q. to Q. third.
18 K. R. P. one.
19 Q. R. P. one.
20 Q. R. to B.
21 Kt. takes Kt.
22 Q. to K. Kt. third. (c)
23 Q. P. takes B. (d)
24 Q. R. to Q. (e)
25 P. takes P.
26 B. to R. third.
27 B. takes R.
28 K. B. P. one.
29 K. to R. second.
30 B. takes P. (ch.)

(a) We think this rather a weak move at the present stage of the game.

31 K. R. to B. sixth.

32 K. P. one, and wins.

(b) Threatening to take the K. R. P.

30 R. to K. second. 31 P. takes P.

32 B. to B. second. (h)

- (c) From this point Black has the better game we think, and his opponent's next move tended still further to improve it.
- (d) The Q. P. was unquestionably the better one to take the Bishop with.
 - (e) Black has now a very powerful attack.
 - (f) White was compelled to lose either the exchange or his B.
 - (g) This piece should have remained in the vicinity of the K.
- (h) By playing his R. to K. Kt. second, he would have protracted the game some moves longer.

GAME No. LIX.

Between the same Players.

Mr. J. W White.	Mr. E. W Black.
1 K. P. two.	1 Q. B. P. two.
2 K. B. to Q. B. fourth.	2 K. P. one.
3 Q. Kt. to B. third.	3 K. B. to K. second.
4 K. B. P. two.	4 Q. P. one.
5 K. Kt. to B. third.	5 Q. Kt. to B. third.
6 Q. P. one.	6 K. B. to B. third.
7 Castles.	7 K. B. to Q. fifth (ch.)
8 K. to R.	8 K. Kt. to K. second.
9 K. B. to Q. Kt. third.	9 Castles.
10 Q. Kt. to K. second.	10 Q. P. one.
11 K. P. one.	11 K. Kt. to B. fourth.
12 Q. B. P. one.	12 K. Kt. to K. sixth.
13 B. takes Kt. (a)	13 B. takes B.
14 Q. to K.	14 Q. Kt. P. two.
15 Q. R. to Q.	15 Q. to Q. Kt. third.
16 K. B. to B. second.	16 Q. P. one.
17 Q. to K. R. fourth.	17 K. B. P. one.
18 Q. Kt. to K. Kt. third.	18 Kt. to K. second.
19 K. P. takes P.	19 R. takes P.
20 K. Kt. to K. fifth.	20 Kt. to K. Kt. third.
21 Kt. takes Kt.	21 R. takes Kt.
22 Q. B. P. takes P.	22 P. takes P.
23 B. to Kt. third.	23 Q. B. to Kt. second.
24 K. B. P. one. (b)	24 K. R. to R. third.
25 Q. to K. seventh.	25 Q. B. to Q. fourth.
26 P. takes P.	26 Q. takes P.
27 Kt. to B. fifth. (c)	27 R. to Kt. third.
28 Q. takes Q. (ch.)	28 B. takes Q.
29 Kt. to K. seventh (ch.)	29 Resigned.

- (a) If White had moved his Q. to K. square, with the intention of winning the two minor pieces for his R., it is obvious his opponent could have saved his B. by simply pushing his Q. B. P.
- (b) Black played very badly, in allowing this P. to advance with so much efficiency.
 - (c) This happily-conceived move leaves Black no resource.

GAME No. LX.

Between the same Players.

	•
Mr. J. W White.	Mr. E. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 K. B. to Q. B. fourth.	3 K. B. to B. fourth.
4 Q. B. P. one.	4 Q. to K. second. (a)
5 Q. P. two.	5 K. B. to Kt. third.
6 Q. P. one.	6 Q. Kt. to Q.
7 Castles.	7 Q. P. one.
8 K. R. P. one.	8 K. B. P. two.
9 P. takes P.	9 B. takes P.
10 K. Kt. to Q. fourth.	10 K. B. takes K. Kt. (b)
11 P. takes B.	11 K. P. one.
12 Q. Kt. to B. third.	12 K. Kt. to B. third.
13 K. B. to Q. Kt. fifth (ch.)	13 K. to B. second.
14 Q. B. to K. Kt. fifth.	14 K. R. P. one.
15 B. takes Kt.	15 Q. takes B. (c)
16 Q. to Q. second.	16 Q. R. P. one.
17 B. to Q. R. fourth.	17 Q. Kt. P. two.
18 B. to Q. B. second.	18 K. R. to K.
19 Q. R. to K.	19 K. to Kt. square.
20 B. takes K. P.	20 Kt. to K. B. second.
21 Q. to Q. third.	21 B. takes B.

22	R. takes B.	22	Kt. to Kt. fourth.
23	Q. R. to K. third.	23	Q. to B. fifth. (d)
24	Kt. to K. second.		Q. to R. fifth.
25	K. B. P. two.	25	Kt. to R. second.
26	Kt. to K. Kt. third.	26	Kt. to B. third.
27	Kt. to B. fifth.		R. takes R.
	Q. takes R.		Q. to R. fourth.
	Kt. to K. seventh (ch.) (e)		-
	K. Kt. P. two (f)		Kt. takes P.
	P. takes Kt.		Q. takes P. (ch.)
	K. to R. second.		Q. to R. fifth. (ch.)
	K. to Kt. second.		Q. takes Kt.
	Q. to K. sixth.		R. to K.
	R. to K.		Q. to B. second.
	Q. takes Q.		K. takes Q.
	•		
	R. to Q. B.		R. to K. second.
	K. to B. third.		K. to B. third.
	Q. Kt. P. two.	_	K. to B. fourth.
	R. to K. R. square.	40	R. to K. fifth. (g)
41	R. to R. fifth (ch.)	41	K. to Kt. third.
42	R. takes P. (ch.)	42	P. takes R.
43	K. takes R.	43	K. R. P. one.
44	K. B. P. one (ch.)	44	K. to Kt. fourth.
	To 1		•

Black wins in a few moves.

- (a) This is as good a move as Black can make.
- (b) It obviously would have been bad play to have taken this Kt. with the Pawn.
- (c) It would have been much better play to have taken the B. with the K. Kt. P., for in that case, we believe, he might have successfully defended his K. P.
 - (d) To prevent White playing K. B. P. two Squares.
 - (e) This is not a good move.
 - (f) Also a bad move.
- (g) Black did right to play thus, tempting his opponent to check with his R., nor does he indeed appear to have had any better move.

GAME No. LXI.

Between the same Players.

Mr. J.	W.—White.
--------	-----------

- 1 K. P. two.
- 2 K. B. to Q. B. fourth.
- 3 Q. Kt. to B. third.
- 4 Q. P. one.
- 5 K. B. P. two.
- 6 K. Kt. to B. third.
- 7 Castles.
- 8 Kt. takes B.
- 9 Kt. to Kt. fifth.
- 10 Kt. takes Kt.
- 11 Q. B. P. one.
- 12 K. B. to Q. Kt. fifth.
- 13 B. takes Kt. (ch.)
- 14 P. takes P.
- 15 K. to R.
- 16 R. to B. third.
- 17 Q. R. to Kt.
- 18 K. P. one.
- 19 Q. Kt. P. one.
- 20 B. to Q. Kt. second.
- 21 B. takes P.
- 22 K. R. to Kt. third.
- 23 Q. R. to B.
- 24 Q. to K. Kt. fourth.
- 25 Q. R. to K.
- 26 B. to Q. B. third.
- 27 R. takes K. P.
- 28 R. to K. eighth (ch.)
- 29 Q. to K. sixth (ch.)
- 30 R. takes P. (ch.), and wins.

Mr. E. W .- Black,

- 1 Q. B. P. two.
- 2 K. P. one.
- 3 Q. Kt. to B. third.
- 4 K. B. to K. second.
- 5 Q. P. one.
- 6 K. B. to B. third.
- 7 B. to Q. fifth (ch.)
- 8 Kt. takes Kt.
- 9 K. Kt. to K. second.
- 10 P. takes Kt.
- 11 Kt. to Q. B. third.
- 12 Q. to Kt. third.
- 13 P. takes B.
- 14 Q. takes P. (ch.)
- 15 B. to Q. R. third.
- 16 Castles K. R.
- 17 Q. P. one.
- 18 K. B. P. one.
- 19 P. takes P. (a)
- 20 Q. to Q. Kt. third.
- 21 K. R. to B. second.
- 22 Q. B. P. one.
- 23 Q. R. to Q.
- 24 Q. R. to Q. second.
- 25 Q. B. P. one. (b)
- 26 P. takes Q. P. (c)
- 27 Q. to Kt. second.
- 28 R. to K. B.
- 29 Q. R. to B. second.

- (a) This was far from a good move.
- (b) An inferior move.
- (c) Had Black now pushed his Q. P. on the B., with the view to Queening it, if his opponent captured his Q., he would still have lost the game (e. g.)
- 26 Q. P. one. 27 R. takes K. P. 28 R. takes Q. 28 P. to B. sev
- 28 R. takes Q. 28 P. to B. seventh.
 29 R. to Q. Kt. eighth (ch.) 29 R. to K. B.
 30 Q. to K. sixth (ch.) 30 R. to K. B. second.
- 31 R. takes R. (ch.) 32 Q. to K., &c.

15 Q. R. to Q.

GAME No. LXII.

31 K. takes R.

Between the same Players.

	Mr. J. W.—White.		Mr. E. W.— <i>Black</i> .
1	K. P. two.	1	K. P. two.
2	K. B. P. two.	2	P. takes P.
3	K. B. to Q. B. fourth.	3	Q. to R. fifth (ch.) (a)
4	K. to B.	4	K. Kt. P. two. (b)
5	Q. Kt. to B. third. (c)	5	K. B. to Kt. second.
6	Q. P. two.	6	Q. P. one.
7	K. P. one. (d)	7	P. takes P.
8	P. takes P.	8	P. to K. B. sixth. (e)
9	K. B. to Q. Kt. fifth (ch.)	9	Q. B. P. one.
10	K. Kt. takes P.	10	Q. to Q. Kt. fifth.
11	Q. B. takes P. (f)	11	K. Kt. to K. second.
12	Q. R. P. one.	12	Q. takes Kt. P.
13	Q. B. takes Kt.	13	K. takes B.
14	Q. to Q. sixth (ch.)	14	K. to his square.

15 Q. B. to Q. second.

16	В.	to Q). 1	3. f	ourth.	
17	Q.	Kt.	to	K.	fourth.	

16 R. to K. B. (g) 17 Q. Kt. P. one.

18 Kt. to B. sixth (ch.)

18 B. takes Kt.

19 P. takes B.

19 K. to Q.

20 Kt. to K. fifth.

20 Q. takes B. P.

White wins the game in three moves.

- (a) (b) (c) See notes to these moves, Game No. VI.
- (d) Inferior to K. Kt. to B. third.
- (e) It will be seen that White skilfully takes advantage of this error.
 - (f) Threatening checkmate.
- (g) Black might now have taken the Kt. with his Q., and have saved the game probably.

GAME No. LXIII.

Between the same Players.

Mr. J. W .- Black.

1 Q. P. two.

1 Q. P. two.

2 Q. B. P. two.3 Q. Kt. to B. third.

2 K. P. one.3 Q. B. P. two.

4 K. P. one.

4 Q. Kt. to B. third.

5 K. Kt. to B. third.

5 K. Kt. to B. third.

6 K. B. to Q. third. 7 Q. R. P. one.

6 K. B. to Q. third.

8 Castles.

7 Q. R. P. one. 8 Castles.

9 Q. Kt. P. one.

9 Q. B. to Q. second.

10 Q. B. to Kt. second. (a)

10 Q. B. P. takes P. (b)

11 K. P. takes P.

11 K. R. to K.

12 K. R. to K.

12 K. R. P. one.

13 Q. to Q. B. second.	13 Q. R. to Q. B.
14 K. R. to K. second.	14 K. B. to Q. Kt.
15 Q. R. to K.	15 Q. to B. second. (c)
16 Q. Kt. to Q.	16 Q. Kt. P. one.
17 K. Kt. to K. fifth.	17 P. takes P.
18 P. takes P.	18 Q. R. to Q.
19 Q. to Q. second.	19 Q. Kt. to K. second.
20 Q. to K. B. fourth.	20 Q. Kt. to K. Kt. third.
21 B. takes Kt.	21 P. takes B.
22 Q. to K. Kt. third.	22 K. Kt. P. one.
23 Q. to Q. third.	23 K. R. to K. B.
24 Q. Kt. to K. third.	24 Kt. to R. fourth.
25 K. Kt. P. one. (d)	25 Q. B. to K.
26 Q. Kt. to K. Kt. fourth.	26 Kt. to B. third.
27 Q. B. to B. third. (e)	27 Kt. takes Kt.
28 Kt. takes Kt.	28 B. to R. fourth.
29 K. B. P. one.	29 Q. to B. third.
30 Q. P. one (best).	30 P. takes P.
31 R. to K. sixth.	31 Q. takes Q. B. P.
32 Kt. takes R. P. (ch.)	32 K. to R. (f)
33 Kt. to B. seventh (ch.)	33 K. to Kt. (f)
34 Q. takes Q.	34 P. takes Q.
35 Kt. takes R.	35 R. takes Kt.
36 R. takes Kt. P. (g)	36 B. to Q. R. second.
37 R. to K. sixth.	37 Q. B. to B. second.
38 R. to Q. B. sixth.	38 R. to Q. sixth.
39 B. to K. fifth.	39 R. to Q. Kt. sixth. (h)
40 B. to Q. fourth.	40 Q. B. P. one. (i)
41 R. to B. eighth (ch.)	41 K. to R. second.
42 R. from Q. Kt. sixth to	42 K. takes R.
K. R. sixth (ch.)	
43 B. takes B.	43 R. takes Q. R. P.
44 B. to Q. fourth.	44 Q. B. P. one.
45 R. takes Q. B. P.	45 R. takes K. B. P.
46 R. to Q. B. sixth (ch.)	46 K. to R. second.

47 R. takes Q. R. P.

48 K. takes R.

49 K. moves.

47 R. to K. B. eighth (ch.)

48 B. to B. fifth (ch.)

49 B. takes R.

Drawn game.

- (a) This move was first introduced by Mr. Staunton when playing his celebrated match with M. St. Amant.
- (b) We believe this to be the best reply to White's last move, since it helps to restrict the action of his Q. B.
- (c) By this move Black threatened to take the Q. P. with his Kt., for White could not have retaken the Kt. without being mated immediately.
- (d) This simple move materially strengthened White's game, and enabled him to remove his K. Kt. without any apprehension from the attack of the adversary's Q. and. B.
- (e) Instead of this feeble move, he should have taken the Kt. (ch.), in which case (whether his opponent retook with his R. or P.), he could have won the K. P., and have had much the better game.
- (f) By only a slight examination of the position, the student will perceive that Black could not capture the Kt. without being checkmated in a few moves.
- (g) But for this untoward oversight, we believe White would have won easily.
 - (h) Endeavouring to win a clear piece.
- (i) This move at first sight looks very good, but White's subsequent play proved that it is only so in appearance; in reply to it he might also have moved his K. to B. square, and the result, we think, would still have been merely a drawn game.

GAME No. LXIV.

Between the same Players.

	Mr. E. W White.	Mr. J. W Black.
1	K. P. two.	1 Q. B. P. two.
2	Q. B. P. two.	2 K. P. one.
3	K. B. P. two.	3 K. B. P. two.
4	K. P. one.	4 K. Kt. to R. third.
5	Q. Kt. to B. third.	5 Q. Kt. to B. third.
6	K. B. to K. second.	6 K. Kt. to B. second.
7	K. B. to B. third.	7 Q. Kt. to Q. fifth.
8	Q. P. one.	8 Q. P. one.
9	P. takes P.	9 B. takes P.
10	Q. Kt. to K. second.	10 Q. to B. second.
11	Kt. takes Kt.	11 P. takes Kt.
12	K. Kt. to K. second.	12 K. B. to Q. B. fourth.
13	Q. R. P. one.	13 Q. R. P. two.
14	Castles.	14 Castles.
15	Q. B. to Q. second.	15 Kt. to Q. third.
16	Q. R. to Kt.	16 Kt. takes P. (a)
17	P. takes Kt.	17 Q. P. one, dis. (ch.)
18	K. to R.	18 P. takes Kt.
19	Q. takes P.	19 Q. R. to Kt. (b)
20	Q. Kt. P. two.	20 P. takes P.
21	P. takes P.	21 K. B. to K. second.
22	Q. B. P. one.	22 K. B. to B. third.
23	Q. to Q. B. fourth.	23 K. R. to K.
	Q. Kt. P. one.	24 K. R. to Q.
25	Q. B. to K. third.	25 K. to R. square.
26	Q. B. P. one.	26 P. takes P.
27	Q. takes P. (c)	27 Q. to K. B. second.
28	R. to Q.	28 R. takes R.

29 Q. B. to Kt. second.

29 R. takes R.

l	30 Q. to Q. sixth.	30 Q. to K. square.
	31 K. B. to B. sixth.	31 B. takes B.
	32 Q. takes B.	32 K. to Kt. square. (d)
	33 Q. takes Q.	33 R. takes Q.
	34 Q. Kt. P. one.	34 R. to K. second.
:	35 R. to Q. B.	35 R. to Q. second.
	36 R. to Q. B. eighth (ch.)	36 K. to B. second.
	37 R. to B. seventh.	37 K. to K. square.

(a) Far from good play; the result of the exchanges, consequent upon this move, was much in favour of White.

38 Resigned.

(b) Black may have improved upon this move, perhaps.

38 Q. Kt. P. one.

- (c) P. takes P., we believe would have been stronger play.
- (d) Q. takes Q., would have given Black a better chance of drawing the game probably.

GAME No. LXV.

Between the same Players.

Mr. J. W-White.

Mr. E. W .- Black.

1	K. P. two.	1 Q. B. P. two.
2	K. B. to Q. B. fourth.	2 K. P. one.
3	Q. Kt. to B. third.	3 K. B. to K. second.
4	K. B. P. two.	4 Q. P. one.
5	K. Kt. to B. third.	5 Q. Kt. to B. third.
6	Castles.	6 K. B. to B. third.
7	Q. P. one.	7 B. takes Kt.
8	P. takes B.	8 K. Kt. to K. second.
9	Q. P. one.	9 Q. P. one.
10	K. P. takes P.	10 K. P. takes P.

11 K. B. to Q. Kt. fifth.	11 Castles.
12 Q. B. to R. third. (a)	12 Q. to Q. R. fourth.
13 B. takes Kt.	13 Q. takes Q. B.
14 B. to Q. Kt. fifth.	14 Q. B. P. one.
15 Q. to K. second.	15 Q. R. P. one.
16 B. takes B. P.	16 P. takes B.
17 Q. takes P.	17 B. to K. third.
18 Q. to Q. Kt. fourth. (b)	18 Q. takes Q.
19 P. takes Q.	19 Kt. to Q. fourth.

(a) This move costs White a piece.

(b) By this move, White loses one of his Pawns immediately; he ought, probably, to have preserved his Q. to assist their advance; although we fear they had little chance of reaching the end of their march.

White resigned the game in a few moves.

GAME No. LXVI.

Between the same Players.

	Mr. E. W White.	Mr. J. W.—Black.
1	K. P. two.	1 K. P. two.
2	K. B. to Q. B. fourth.	2 K. B. to Q. B. fourth.
3	Q. to K. second.	3 K. Kt. to B. third. (a)
4	K. B. P. two.	4 Q. Kt. to B. third.
5	Q. B. P. one.	5 P. takes P.
6	K. P. one.	6 Castles.
7	Q. P. two.	7 Q. P. two.
8	B. to Q. third.	8 K. R. to K.
9	Q. B. takes P.	9 K. B. to Kt. third.
10	Q. B. to K. Kt. fifth.	10 Q. to Q. second.
11	B. takes Kt.	11 P. takes B.

12 P. takes P.
13 K. to Kt. second.
14 K. P. one. (c)
15 K. to B.
16 Q. to B. fourth.
17 K. to K. second.
18 R. to K. Kt.
19 Q. to Kt. third.
20 K. B. P. one.
21 Q. to Kt. fourth.
22 R. to Kt. second.
23 K. to Q. third.

(a) This is probably the best reply to White's last move.

24 R. takes P. (ch.)

(b) Q takes P. (ch.), would, in all probability, have been a preferable mode of continuing the attack.

25 Q. Kt. to Q. second. (d) 25 Q. takes Kt. (ch.) & wins.

24 K. takes Kt.

- (c) Doubtless, a better move than taking Q. P., discovering check.
- (d) Threatening to mate with B. at Q. B. fourth, if Black captured the Q.; this was, nevertheless, a bad move. White would not have had a hopeless game (considering the position of his opponent's K.) had he now moved his Q. to R. sixth.

GAME No. LXVII.

Between Mr. Justice and Mr. WITHERS.

Mr. JWhite.	Mr. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 Q. P. two.	3 Kt. takes P.
4 Kt. takes P.	4 Q. Kt. to K. third.

5 K. B. P. two. (a)	5 K. B. to Q. B. fourth.
6 K. B. to Q. third.	6 Q. P. one.
7 K. Kt. to B. third.	7 Q. B. P. one.
8 Q. Kt. to B. third.	8 Q. Kt. P. two. (b)
9 Q. to K. second.	9 Q. to Kt. third.
10 Q. R. P. two.	10 Q. Kt. P. one.
11 Q. R. P. one.	11 Q. to Q. B. second.
12 Q. Kt. to R. fourth.	12 Q. takes P.
13 Q. Kt. P. one.	13 B. to Q. fourth. fifth
14 Kt. takes B.	12 Q. takes P. 13 B. to Q. fourth. fifth 14 Kt. takes Kt.
15 Q. to K. B. second.	15 Kt. to K. third.
16 Q. B. to Kt. second.	16 K. Kt. to B. third.
17 K. R. P. one. (c)	17 Q. to K. R. fourth.
18 B. takes Kt.	18 P. takes B.
19 Kt. to Kt. sixth.	19 R. to Q. Kt.
20 Kt. takes B.	20 R. takes Kt.
21 K. Kt. P. two. (d)	21 Q. to R. third.
22 K. B. P. one.	22 Kt. to Q. B. fourth.
23 K. to K. second.	23 Castles.
24 R. takes P.	24 K. R. to K.
25 K. to B. third.	25 K. R. to K. fourth.
26 K. R. P. one.	26 Q. R. to K.
27 K. R. to K.	27 Q. P. one.
28 K. to Kt. third.	28 P. takes P.
29 B. to B. fourth.	29 K. P. one.
30 B. takes K. B. P. (ch.)	30 K. to R.
31 Q. to B. third.	31 Kt. to K. fifth (ch.)
32 K. to Kt. second.	32 Kt. to Q. seventh.
33 Q. takes Q. B. P.	33 Q. takes K. R. P.
34 B. to K. R. fifth.	34 Q. to B. seventh (ch.)
35 K. to R. third.	35 Kt. to K. fifth.
36 R. takes P. (ch.)	36 K. takes R.
37 B. checks.	37 K. to R.

Here White resigned the game.

⁽a) We do not approve of this move, as it prevents White castling.

- (b) To prevent the K. B. being driven from its present diagonal.
- (c) A weak move: B. takes Kt., or K. B. P. one, would have been preferable.
- (d) A careless move: by castling with K. R. he would have had the better game.

GAME No. LXVIII.

Between Mr. E. WILLIAMS and Mr. J. WITHERS.

22 B. to K. second.

Mr. E. W White.	Mr. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 Q. B. P. one.	3 Q. P. one.
4 K. B. to Q. B. fourth.	4 Q. B. to K. Kt. fifth.
5 Q. P. two. (a)	5 B. to K. second.
6 Q. B. to K. third.	6 K. Kt. to B. third.
7 B. to Q. third.	7 K. Kt. to R. fourth.
8 K. R. P. one.	8 B. takes Kt.
9 Q. takes B.	9 K. Kt. P. one.
10 K. Kt. P. two.	10 Kt. to K. Kt. second.
11 Q. Kt. to Q. second.	11 Q. to Q. second.
12 Q. P. one.	12 Kt. to Q. square.
13 B. to K. R. sixth.	13 K. R. to Kt. square.
14 Q. to K. third.	14 K. B. P. two.
15 Kt. P. takes P.	15 P. takes P.
16 K. R. to Kt.	16 K. B. P. one.
17 Q. to K. second.	17 B. to B. third.
18 Castles.	18 Q. R. P. one.
19 B. takes Kt.	19 R. takes B.
20 Q. to R. fifth (ch.)	20 Q. to K. B. second.
21 Q. to K. B. fifth.	21 B. to R. fifth.

22 Q. takes Q.

	•
5 K. B. P. two. (a)	5 K. B. to Q. B. fourth.
6 K. B. to Q. third.	6 Q. P. one.
7 K. Kt. to B. third.	7 Q. B. P. one.
8 Q. Kt. to B. third.	8 Q. Kt. P. two. (b)
9 Q. to K. second.	9 Q. to Kt. third.
10 Q. R. P. two.	10 Q. Kt. P. one.
11 Q. R. P. one.	11 Q. to Q. B. second.
12 Q. Kt. to R. fourth.	12 Q. takes P.
13 Q. Kt. P. one.	13 B. to Q. fourth. fifth
14 Kt. takes B.	14 Kt. takes Kt.
15 Q. to K. B. second.	15 Kt. to K. third.
16 Q. B. to Kt. second.	16 K. Kt. to B. third.
17 K. R. P. one. (c)	17 Q. to K. R. fourth.
18 B. takes Kt.	18 P. takes B.
19 Kt. to Kt. sixth.	19 R. to Q. Kt.
20 Kt. takes B.	20 R. takes Kt.
21 K. Kt. P. two. (d)	21 Q. to R. third.
22 K. B. P. one.	22 Kt. to Q. B. fourth.
23 K. to K. second.	23 Castles.
24 R. takes P.	24 K. R. to K.
25 K. to B. third.	25 K. R. to K. fourth.
26 K. R. P. one.	26 Q. R. to K.
27 K. R. to K.	27 Q. P. one.
28 K. to Kt. third.	28 P. takes P.
29 B. to B. fourth.	29 K. P. one.
30 B. takes K. B. P. (ch.)	30 K. to R.
31 Q. to B. third.	31 Kt. to K. fifth (ch.)
32 K. to Kt. second.	32 Kt. to Q. seventh.
33 Q. takes Q. B. P.	33 Q. takes K. R. P.
34 B. to K. R. fifth.	34 Q. to B. seventh (ch.)
35 K. to R. third.	35 Kt. to K. fifth.
36 R. takes P. (ch.)	36 K. takes R.

Here White resigned the game.

37 B. checks.

37 K. to R.

⁽a) We do not approve of this move, as it prevents White castling.

- (b) To prevent the K. B. being driven from its present diagonal.
- (c) A weak move: B. takes Kt., or K. B. P. one, would have been preferable.
- (d) A careless move: by castling with K. R. he would have had the better game.

GAME No. LXVIII.

Between Mr. E. WILLIAMS and Mr. J. WITHERS.		
Mr. E. W.—White.	Mr. W.—Black.	
1 K. P. two.	1 K. P. two.	
2 K. Kt. to B. third.	2 Q. Kt. to B. third.	
3 Q. B. P. one.	3 Q. P. one.	
4 K. B. to Q. B. fourth.	4 Q. B. to K. Kt. fifth.	
5 Q. P. two. (a)	5 B. to K. second.	
6 Q. B. to K. third.	6 K. Kt. to B. third.	
7 B. to Q. third.	7 K. Kt. to R. fourth.	
8 K. R. P. one.	8 B. takes Kt.	
9 Q. takes B.	9 K. Kt. P. one.	
10 K. Kt. P. two.	10 Kt. to K. Kt. second.	
11 Q. Kt. to Q. second.	11 Q. to Q. second.	
12 Q. P. one.	12 Kt. to Q. square.	
13 B. to K. R. sixth.	13 K. R. to Kt. square.	
14 Q. to K. third.	14 K. B. P. two.	
15 Kt. P. takes P.	15 P. takes P.	
16 K. R. to Kt.	16 K. B. P. one.	
17 Q. to K. second.	17 B. to B. third.	
18 Castles.	18 Q. R. P. one.	
19 B. takes Kt.	19 R. takes B.	
20 Q. to R. fifth (ch.)	20 Q. to K. B. second.	
21 Q. to K. B. fifth.	21 B. to R. fifth.	

22 Q. takes Q.

22 B. to K. second.

23 P. takes Q.	23 R. takes R. (b)
24 R. takes R.	24 B. takes P.
25 R. to Kt. seventh.	25 B. to Q. Kt. third.
26 Kt. to K. fourth.	26 K. to B.
27 R. takes R. P.	27 Q. R. P. one.
28 B. to R. fifth.	28 Q. R. P. one.
29 K. B. P. one.	29 Resigned. (c)

- (a) Q. to her Kt. third would have been a good move also.
- (b) These exchanges only accelerate the loss of the game; he had, however, much the worst of it, play as he might.
- (c) The early part of this game, especially, is played below Mr. Withers's average force.

GAME No. LXIX.

Between the same Players.

Mr. E. W White.	Mr. J. W Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 Q. B. P. one (weak).
3 Q. Kt. to B. third.	3 K. P. one.
4 K. B. P. two.	4 Same.
5 K. P. one.	5 K. B. to Q. Kt. fifth.
6 K. Kt. to B. third.	6 K. Kt. to B. third.
7 K. B. to Q. third.	7 K. Kt. to K. fifth.
8 B. takes Kt.	8 K. B. P. takes B.
9 Kt. to K. fifth.	9 Castles.
10 P. takes P.	10 K. P. takes P.
11 Castles.	11 B. to Q. third.
12 B. to Q. second.	12 Q. to R. fifth.
13 Q. to Kt. third.	13 K. to R.
14 Kt. takes Q. P. (a)	14 P. takes Kt.

15 Q. takes Q. P.

16 Q. takes K. P.

17 Q. to K. B. third.

18 K. P. one.

19 Q. to K. R. fifth.

20 Kt. takes B.

21 K. P. one.

22 K. B. P. one.

23 K. to R. square. (c)

24 Q. B. to B. third.

25 Q. R. to K.

26 K. Kt. P. two. 27 K. B. P. one.

28 K. Kt. P. one.

29 K. to Kt.

30 R. takes Kt. (best.)

31 P. takes P. (ch.)

32 Q. to R. sixth (ch.)

33 R. takes R. and wins.

15 Q. to K. second.

16 Q. B. to K. B. fourth.

17 Kt. to Q. second.

18 B. to K. third.

19 Q. B. to K. B. second. (b)

20 R. takes Kt.

21 B. to Q. B. second.

22 K. R. to B. square.

23 K. B. to Q. Kt. third.

24 Q. R. to K.

25 B. to Q. B. second.

26 B. to Q. square.

27 Q. to K. third. (d)

28 Q. to Q. fourth (ch.)

29 Kt. takes K. P. (e)

30 R. takes R.

31 K. takes P. 32 K. to R. square.

- (a) White wins three centre Pawns in exchange for his Kt., which, together with the fine position he afterwards obtains, are, probably, an equivalent for its loss.
- (b) Most probably it would have been better play to have taken the Knight.
 - (c) This move is necessary, in order to save one of the centre Pawns.
 - (d) This was his best move.
- (e) Not well played, although it is difficult to say what move Black had to save the game. Perhaps K. Kt. P. one would have prolonged it.

GAME No. LXX.

Between Captain R.—— and Mr. J. WITHERS.

Mr.	J.	W.—White.

- 1 K. P. two.
- 2 K. B. P. two.
- 3 K. P. one.
- 4 K. Kt. to B. third.
- 5 K. B. to Q. Kt. fifth.
- 6 B. takes Kt. (ch.)
- 7 Q. Kt. P. one.
- 8 Castles. (b)
- 9 K. to R.
- 10 Q. B. P. two.
- 11 Q. to K. second.
- 12 Q. Kt. to B. third.
- 13 Q. B. to R. third.
- 14 B. to Kt. second. (c)
- 15 Q. Kt. to R. fourth.
- 16 Q. P. one.
- 17 Q. to Q. second.
- 18 Q. to Q. B.
- 19 R. to B. second.
- 20 B. to R. third.
- 21 R. to K. second.
- 22 K. R. P. one.
- 23 Q. to Q. second.
- 24 B. takes R.
- 25 Kt. takes Q. P.
- 26 Q. P. takes Kt.
- 27 Q. to K. third.

Capt. R.—Black.

- 1 K. P. one.
- 2 Q. P. two.
- 3 Q. B. P. two.
- 4 Q. Kt. to B. third.
- 5 Q. to Kt. third.
- 6 P. takes B. (a)
- 7 K. B. P. one.
- 8 K. Kt. to R. third.
- 9 K. B. to K. second.
- 10 Q. B. to R. third.
- 11 K. B. P. one.
- 12 Castles K. R.
- 13 Q. to R. fourth.
 - 14 Q. P. one.
- 15 Q. R. to Kt.
- 16 Kt. to Kt. fifth.
- 17 Q. to Kt. fifth.
- 18 Kt. to K. sixth.
- 19 Q. to R. fourth.
- 20 Kt. to Kt. fifth.
- 21 K. R. P. one.
- 22 Kt. to Kt. sixth.
- 23 R. to Kt. fifth. (d)
- 24 P. takes B.
- 25 Kt. takes B. P.
- 26 R. to Q.
- 27 Resigned.

⁽a) He should have retaken with the Queen.

- (b) To preserve the advantage White obtained, through doubling his adversary's Pawns, he should now have played Q. B. P. two.
- (c) White could win the P. at his opponent's Q. B. fourth in three or ✓ moves, if he were disposed to do so.
- (d) Black had better have lost the doubled P. than resort to this ruinous alternative.

GAME No. LXXI.

The next Ten Games are between Mr. J. Brown, one of the best Metropolitan Players, and Mr. E. WILLIAMS.

	Mr. E. W White.	Mr. J. B.—Black.
1	Q. P. two.	1 Q. P. two.
2	Q. B. P. two.	2 P. takes P.
3	Q. Kt. to B. third.	3 K. P. two.
4	K. P. one.	4 P. takes P.
5	P. takes P.	5 K. Kt. to B. third.
6	K. B. takes P.	6 K. B. to Q. third.
7	K. Kt. to B. third.	7 Q. to K. second (ch.)
8	Q. B. to K. third.	8 Q. B. to K. Kt. fifth.
9	Q. to Q. R. fourth (ch.)	9 Q. B. P. one.
10	K. Kt. to Kt. fifth.	10 Castles K. R.
11	Q. to Q. B. second.	11 K. B. to B. fifth. (a)
12	K. Kt. to K. fourth.	12 K. Kt. takes Kt.
13	Kt, takes Kt.	13 Q. B. to K. B. fourth.
14	K. B. to Q. third.	14 B. takes Kt.
15		
	K. B. takes Q. B.	15 B. takes B.
	K. B. takes Q. B. K. B. P. takes B.	15 B. takes B.16 K. B. P. two.
16		16 K. B. P. two.
16 17	K. B. P. takes B.	16 K. B. P. two.

20 K. R. to K.

20 Kt. to K. B. third.

GAME No. LXX.

Between Captain R.—— and Mr. J. WITHERS.

Mr. J. W White.	Capt. R.—Black.
1 K. P. two.	1 K. P. one.
2 K. B. P. two.	2 Q. P. two.
3 K. P. one.	3 Q. B. P. two.
4 K. Kt. to B. third.	4 Q. Kt. to B. third.
5 K. B. to Q. Kt. fifth.	5 Q. to Kt. third.
6 B. takes Kt. (ch.)	6 P. takes B. (a)
7 Q. Kt. P. one.	7 K. B. P. one.
8 Castles. (b)	8 K. Kt. to R. third.
9 K. to R.	9 K. B. to K. second.
10 Q. B. P. two.	10 Q. B. to R. third.
11 Q. to K. second.	11 K. B. P. one.
12 Q. Kt. to B. third.	12 Castles K. R.
13 Q. B. to R. third.	13 Q. to R. fourth.
14 B. to Kt. second. (c)	14 Q. P. one.
15 Q. Kt. to R. fourth.	15 Q. R. to Kt.
16 Q. P. one.	16 Kt. to Kt. fifth.
17 Q. to Q. second.	17 Q. to Kt. fifth.
18 Q. to Q. B.	18 Kt. to K. sixth.
19 R. to B. second.	19 Q. to R. fourth.
20 B. to R. third.	20 Kt. to Kt. fifth.
21 R. to K. second.	21 K. R. P. one.
22 K. R. P. one.	22 Kt. to Kt. sixth.
23 Q. to Q. second.	23 R. to Kt. fifth. (d)
24 B. takes R.	24 P. takes B.
25 Kt. takes Q. P.	25 Kt. takes B. P.
26 Q. P. takes Kt.	26 R. to Q.
27 Q. to K. third.	27 Resigned.

⁽a) He should have retaken with the Queen.

- (b) To preserve the advantage White obtained, through doubling his adversary's Pawns, he should now have played Q. B. P. two.
- (c) White could win the P. at his opponent's Q. B. fourth in three or ✓ moves, if he were disposed to do so.
- (d) Black had better have lost the doubled P. than resort to this ruinous alternative.

GAME No. LXXI.

The next Ten Games are between Mr. J. Brown, one of the best Metropolitan Players, and Mr. E. WILLIAMS.

Mr. E. W White.	Mr. J. B.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 P. takes P.
3 Q. Kt. to B. third.	3 K. P. two.
4 K. P. one.	4 P. takes P.
5 P. takes P.	5 K. Kt. to B. third.
6 K. B. takes P.	6 K. B. to Q. third.
7 K. Kt. to B. third.	7 Q. to K. second (ch.)
8 Q. B. to K. third.	8 Q. B. to K. Kt. fifth.
9 Q. to Q. R. fourth (ch.)	9 Q. B. P. one.
10 K. Kt. to Kt. fifth.	10 Castles K. R.
11 Q. to Q. B. second.	11 K. B. to B. fifth. (a)
12 K. Kt. to K. fourth.	12 K. Kt. takes Kt.
13 Kt. takes Kt.	13 Q. B. to K. B. fourth.
14 K. B. to Q. third.	14 B. takes Kt.
15 K. B. takes Q. B.	15 B. takes B.
16 K. B. P. takes B.	16 K. B. P. two.
17 Q. to Q. Kt. third (ch.)	17 K. to R.
18 B. to K. B. third.	18 R. to K.
19 K. to B. second.	19 Kt. to Q. second.
20 K. R. to K.	20 Kt. to K. B. third.

21 K. R. P. one.

22 Q. to Q. B. second.

23 B. takes Kt.

24 K. to Kt. square.

25 K. R. to K. B.

26 R. takes R.

27 R. to K. B.

28 R. to B. fourth.

29 Q. to K. B. second.

30 Q. to K. R. fourth.

31 R. takes K. P.

32 R. to K. sixth.

33 Q. to K. B. fourth.

34 Q. to K. fifth.

35 R. to K. eighth (ch.)

36 Q. takes Q. (ch.)

37 R. takes R.

38 K. to B. second.

39 K. to B. third.

40 K. to B. fourth.

41 K. Kt. P. two.

42 P. takes P.

43 K. P. one.

44 Q. P. one. (c)

45 P. takes P.

46 Q. Kt. P. one. 47 K. to B. fifth.

48 K. to Kt. sixth.

49 K. takes P.

21 Q. R. to Q.

22 Kt. to K. fifth (ch.)

23 P. takes. B.

24 Q. R. to Q. third.

25 R. to K. B. third.

26 P. takes R.

27 R. to Q. (b)

28 R. to K. 29 R. to K. B.

30 R. to K. B. second.

31 Q. to K. B.

32 K. B. P. one.

33 K. to Kt. square.

34 Q. to K. Kt. second.

35 R. to B.

36 K. takes Q.

37 K. takes R.

38 K. to B. second.

39 Q. R. P. two.

40 K. to B. third.

41 P. takes P.

42 K. R. P. one.

43 Q. Kt. P. two.

44 P. takes P.

45 Q. Kt. P. one.

46 K. to K. second.

47 K. to Q. third.

48 K. takes P.

49 Lost.

⁽a) The attack acquired by Black he vigorously maintained throughout this part of the game; and it required much caution on the part of his opponent to prevent its terminating successfully.

⁽b) By this move Black lost the game.

⁽c) The best move.

GAME No. LXXII.

Mr. E. W White.	Mr. J. B Black.
1 K. P. two.	1 K. P. one.
2 K. B. P. two.	2 Q. B. P. two.
3 K. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. to Q. Kt. fifth.	4 K. B. P. one.
5 B. takes Kt.	5 Q. Kt. P. takes B.
6 Q. B. P. two.	6 Q. P. two.
7 Q. to R. fourth.	7 Q. B. to Q. second.
8 Q. Kt. to B. third.	8 Q. P. one.
9 Q. Kt. to K. second.	9 K. Kt. to R. third.
10 Q. P. one.	10 K. B. to Q. third.
11 K. P. one.	11 K. B. to Q. B. second.
12 Castles.	12 Castles.
13 Q. Kt. to K. Kt. third.	13 P. takes P.
14 P. takes P.	14 Kt. to Kt. fifth.
15 Q. B. to K. Kt. fifth.	15 Q. to K.
16 Q. R. to K.	16 Q. to K. Kt. third.
17 Q. to Q. (a)	17 R. takes Kt.
18 Q. takes R.	18 Kt. takes P.
19 Q. to R. fifth, (b)	19 Kt. takes Q. P.
20 Q. takes Q.	20 P. takes Q.
21 Q. R. to K. second.	21 Q. R. to Q. Kt.
22 Q. Kt. P. one.	22 R. to K.
23 Kt. to K. fourth.	23 K. P. one.
24 K. R. P. one.	24 Q. B. to B. fourth.
25 K. Kt. P. two.	25 B. takes Kt.
26 R. takes B.	26 B. to R. fourth.
27 K. R. to Q.	27 Kt. to Kt. seventh.
28 K. R. to Q. Kt.	28 B. to B. sixth.
29 Q. R. to K. second.	29 Kt. to Q. sixth.

30 B. to Q. second.	30 B. takes B.
31 R. takes B.	31 K. P. one.
32 K. to B.	32 R. to K. B. (ch.)
33 K. to Kt. second. (c)	33 Kt. to B. fifth (ch.)
34 K. to Kt. third.	34 K. P. one.
35 R. to Q.	35 Kt. to K. seventh (ch.)
34 K. to Kt. third.	34 K. P. one.

(a) At this point White has much the best of the opening.

36 K. to R. fourth.

(b) Carelessly played. By simply moving his Q. to K. B. fourth, White would have had much the better game.

36 Kt. to B. sixth, and wins.

(c) The latter part of this game is very negligently played by White; he should have moved K. to K. second.

GAME No. LXXIII.

Mr. E. W White.	Mr. J. B.—Black
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 K. P. one.
3 Q. Kt. to B. third.	3 K. B. to K. second.
4 K. P. one.	4 K. Kt. to B. third.
5 K. Kt. to B. third.	5 Castles.
6 K. B. to Q. third.	6 Q. Kt. to B. third.
7 Q. R. P. one.	7 Q. P. takes P.
8 B. takes P.	8 K. Kt. to Q. fourth.
9 Q. Kt. to K. fourth.	9 K. B. P. two.
10 Q. Kt. to K. Kt. third.	10 K. to R.
11 K. R. P. two.	11 Q. B. to Q. second.
12 K. P. one.	12 P. takes P.
13 Kt. takes P.	13 Q. B. to K.
14 K. Kt. to Kt. fifth.	14 Q. to Q. second.

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15	Q. to Q. third. (a)		Q. B. to K. Kt. third.
16	Q. B. to K. third.	16	Q. R. to Q.
17	K. R. P. one.	17	Q. B. takes Kt.
18	Q. takes B.	18	B. takes Kt.
19	B. takes B.	19	K. Kt. to B. third.
20	B. takes Kt.	20	P. takes B.
21	B. to Q. Kt. fifth.	21	Q. takes Q. P.
22	B. takes Kt.	22	P. takes B.
23	Q. takes Q.	23	R. takes Q.
24	R. to Q. B.	24	R. to Q. third. (b)
2 5	K. R. to R. fourth.	25	K. R. to Q. Kt.
26	Q. R. to Q. B. second.	26	K. to Kt. second.
27	K. R. P. one (ch.)	27	K. to Kt. third.
28	Q. Kt. P. two.	28	R. to Q. Kt. fourth.
29	Q. R. to B. third.	29	R. to K. fourth (ch.)
30	R. to K. third.	30	R. takes R.
31	P. takes R.	31	K. to Kt. fourth.
32	R. to K. fourth.	32	K. takes P.
33	K. to K. second.	33	K. to Kt. fourth.
34	R. to Q. B. fourth.	34	K. R. P. two.
3 5	R. to B. fifth (ch.)		K. to Kt. fifth.
36	R. to Q. R. fifth.	36	K. R. P. one.
37	R. takes Q. R. P.	37	K. to Kt. sixth.
38	R. takes P.	3 8	K. takes P.
39	R. to K. Kt. seventh (ch.)	39	K. to R. seventh.
40	Q. R. P. one.	40	K. R. P. one.
41	Q. R. P. one.	41	K. to R. eighth.
		42	R. to Q.
43	Q. R. P. one.	43	K. R. P. one.
44	K. to K. B. second.	44	R. to Q. seventh (ch.)
45	K. to B. third.	45	R. to Q. R. seventh.
46	R. to Q. seventh.	46	R. to Q. R. eighth.
47	R. P. Queens, and wins.		-

- (a) Probably Q. B. to K. third would have been better.
- (b) K. R. to Q. square would have been better perhaps.

GAME No. LXXIV.

Between the same Players.

Mr. J. B.— White.	Mr. E. W.—Black
1 K, P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 Q. P. two.	3 Kt. takes P.
4 Kt. takes P.	4 Q. Kt. to K. third.
5 K. B. to Q. B. fourth.	5 Q. to K. B. third.
	6 Q. to K. Kt. third.
6 Kt. to K. B. third. (a)	-
7 Q. Kt. to B. third.	7 K. B. to Q. Kt. fifth. 8 B. takes Kt.
8 Q. to K. second.	9 K. Kt. to B. third.
9 P. takes B.	
10 K. B. to Q. third.	10 Q. takes K. Kt. P.
11 K. R. to K. Kt.	11 Q. to K. R. sixth.
12 K. P. one.	12 K. Kt. to R. fourth.
13 Q. B. to R. third.	13 K. Kt. to B. fifth.
14 Q. to K. fourth.	14 K. Kt. to B. seventh (ch.)
15 R. takes Kt. (b)	15 Q. takes R.
16 Castles.	16 Q. Kt to K. Kt. fourth.
17 Q. to Q. Kt. fourth.	17 Q. P. one.
18 P. takes P.	18 Castles.
19 P. takes P.	19 Q. B. to K. third.
20 Kt. to Q. fourth.	20 Q. takes K. B. P.
21 Q. takes Q. Kt. P.	21 Q. to K. B. fifth (ch.)
22 R. to Q. second. (c)	22 K. R. to Q. B.
23 Q. to K. R. square. (d)	23 B. takes Q. R. P.
24 K. R. P. two.	24 Kt. to K. third.
25 Kt. to K. B. fifth.	25 Q. takes P. at B. second.
26 K. to Q. Kt. second. (e)	26 Q. takes P. (ch.)
27 K. takes B.	27 Q. takes R.
28 Kt. to K. seventh (ch.)	28 K. to R.

29 Q. to K. R. third.

29 Q. to K. fourth.

30	Kt. takes R.	30 R. takes Kt.	
31	Q. to Q. Kt. seventh.	31 R. to K. Kt.	
32	Q. takes K. B. P.	32 Kt. to Q.	
33	Q. takes Q. R. P.	33 Q. to K. third (ch.)	
34	K. to Q. Kt.	34 Kt. to Q. B. third.	
35	Q. to Q. B. fifth.	35 R. to Q. Kt. (ch.)	
36	Q. B. to Kt. second.	36 Q. to K. eighth (ch.)	
37	K. to Q. R. second.	37 Kt. to Q. Kt. fifth (ch.)	
38	K. to R. third.	38 Q. to K. Kt. sixth. (f)	
39	K. to R. fourth.	39 Kt. takes K. B.	
40	P. takes Kt.	40 Q. takes Q. P.	
41	B. takes K. Kt. P. (ch.)	41 K. to Kt. (g)	

- (a) Kt. to Kt. fourth would have been better.
- (b) The best move.

42 B. to Q. B. third.

(c) If he had moved the K., he would have lost his Q. and P. for two Books.

White gave up the game.

- (d) Well played.
- (e) A bad move, and not at all in keeping with Mr. B.'s accustomed vigilance.
 - (f) This move won the game.
- (g) Had Black taken the B., his opponent might have drawn the game.

GAME No. LXXV.

Between the same Players.

Mr. J. B.—White. 1 K. P. two.

2 Q. P. two.

Mr. E. W .- Black.

42 Q. to Q. B. seventh (ch.)

1 Q. B. P. two.

2 P. takes P.

3 K. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. to B. fourth.	4 K. P. one.
5 K. Kt. takes P.	5 K. B. to Q. B. fourth.
6 K. Kt. to Q. Kt. third.	6 K. B. to Q. Kt. third.
7 Q. B. to K. B. fourth.	7 Q. to K. B. third.
8 Q. B. to K. Kt. third.	8 Q. takes Q. Kt. P. (a)
9 Castles.	9 K. Kt. to B. third.
10 K. R. to K.	10 Q. Kt. to K. fourth.
11 K. B. to Q. Kt. fifth.	11 Castles.
12 Q. to Q. sixth.	12 Q. Kt. to K. Kt. fifth.
13 K. R. to K. second.	13 K. Kt. takes K. P. (b)
14 K. R. takes Kt.	14 Kt. takes K. B. P. (c)
15 Q. B. takes Kt.	15 B. takes B. (ch.)
16 K. takes B.	16 Q. takes Q. B. P. (ch.)
17 Q. Kt. to Q. second (best.)	
18 Q. R. to Q. B.	18 Q. takes Q. R. P.
19 Q. R. to B. seventh.	19 Q. R. P. two.
20 B. takes Q. P.	20 B. takes B.
21 Q. R. takes B.	21 Q. R. P. one.
22 K. Kt. to Q. B.	22 Q. to Q. Kt. seventh.
23 K. Kt. to K. second.	23 Q. R. P. one.
24 Q. Kt. to Q. B. fourth.	24 Q. to K. B. third (ch.)
25 R. to K. B. fourth.	25 Q. takes R. (ch.)
26 Q. takes Q.	26 Q. R. P. one.
27 R. to Q.	27 P. Queens.
28 R. takes Q.	28 R. takes R.

(a) An injudicious move.

(b) Black is obliged to sacrifice, in order to save his Queen.

White finally won the game.

(c) K. B. P. two would have been better play.

GAME No. LXXVI.

Between the same Players.

Mr. E. W.—W.	ite. Mr. J. B.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 P. takes P.
3 K. P. one.	3 K. P. two.
4 K. B. takes P.	4 P. takes P.
5 P. takes P.	5 K. B. to Q. third.
6 K. Kt. to B. third.	6 K. Kt. to B. third.
7 Castles.	7 Castles.
8 K. R. P. one.	8 K. R. P. one.
9 Q. to Q. third. (a)	9 Q. Kt. to B. third.
10 Q. B. takes R. P.	10 Kt. to Q. Kt. fifth.
11 Q. to K. Kt. sixth.	11 K. Kt. to K. square.
12 K. Kt. to Kt. fifth, a	nd wins.

(a) This move is rather premature.

GAME No. LXXVII.

Mr. J. B White.	Mr. E. W.—Black.
1 K. P. two.	1 Q. B. P. two.
2 Q. P. two.	2 P. takes P.
3 K. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. to Q. B. fourth.	4 Q. to Q. Kt. third.
5 Q. B. P. one.	5 P. takes P.
6 Q. Kt. takes P.	6 K. P. one.

3 K. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. to B. fourth.	4 K. P. one.
5 K. Kt. takes P.	5 K. B. to Q. B. fourth.
6 K. Kt. to Q. Kt. third.	6 K. B. to Q. Kt. third.
7 Q. B. to K. B. fourth.	7 Q. to K. B. third.
8 Q. B. to K. Kt. third.	8 Q. takes Q. Kt. P. (a)
9 Castles.	9 K. Kt. to B. third.
10 K. R. to K.	10 Q. Kt. to K. fourth.
11 K. B. to Q. Kt. fifth.	11 Castles.
12 Q. to Q. sixth.	12 Q. Kt. to K. Kt. fifth.
13 K. R. to K. second.	13 K. Kt. takes K. P. (b)
14 K. R. takes Kt.	14 Kt. takes K. B. P. (c)
15 Q. B. takes Kt.	15 B. takes B. (ch.)
16 K. takes B.	16 Q. takes Q. B. P. (ch.)
17 Q. Kt. to Q. second (best.) 17 Q. Kt. P. one.
18 Q. R. to Q. B.	18 Q. takes Q. R. P.
19 Q. R. to B. seventh.	19 Q. R. P. two.
20 B. takes Q. P.	20 B. takes B.
21 Q. R. takes B.	21 Q. R. P. one.
22 K. Kt. to Q. B.	22 Q. to Q. Kt. seventh.
23 K. Kt. to K. second.	23 Q. R. P. one.
24 Q. Kt. to Q. B. fourth.	24 Q. to K. B. third (ch.)
25 R. to K. B. fourth.	25 Q. takes R. (ch.)
26 Q. takes Q.	26 Q. R. P. one.
27 R. to Q.	27 P. Queens.
28 R. takes Q.	28 R. takes R.
White finally	won the game.
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(a) An injudicious move.

(b) Black is obliged to sacrifice, in order to save his Queen.

(c) K. B. P. two would have been better play.

GAME No. LXXVI.

Between the same Players.

Mr. E. W.—Whi	te. Mr. J. B.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 P. takes P.
3 K. P. one.	3 K. P. two.
4 K. B. takes P.	4 P. takes P.
5 P. takes P.	5 K. B. to Q. third.
6 K. Kt. to B. third.	6 K. Kt. to B. third.
7 Castles.	7 Castles.
8 K. R. P. one.	8 K. R. P. one.
9 Q. to Q. third. (a)	9 Q. Kt. to B. third.
10 Q. B. takes R. P.	10 Kt. to Q. Kt. fifth.
11 Q. to K. Kt. sixth.	11 K. Kt. to K. square.
12 K. Kt. to Kt. fifth, a	nd wins.

(a) This move is rather premature.

GAME No. LXXVII.

Mr. J. B.— White.	Mr. E. W.—Black.
1 K. P. two.	1 Q. B. P. two.
2 Q. P. two.	2 P. takes P.
3 K. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. to Q. B. fourth.	4 Q. to Q. Kt. third.
5 Q. B. P. one.	5 P. takes P.
6 Q. Kt. takes P.	6 K. P. one.

7	Castles.	7 K.	B. to Kt. fifth.
8	Q. Kt. to R. fourth.	8 Q. 1	o Q. B. second.
9	Q. R. P. one.	9 K.	B. to Q. third.
10	K. B. to Q. R. second.	10 K.	Kt. to B. third.
11	Q. Kt. to B. third.	11 Q. I	R. P. one.
12	K. Kt. P. one.	12 K.	R. P. two.
13	K. Kt. to R. fourth.	13 Q.	Kt. P. two.
14	Q. B. to K. third.	14 Q.	B. to Kt. second.
15	Q. R. to B.	15 K.	Kt. to Kt. fifth.
16	Q. B. to Q. Kt. sixth.	16 Q.	to Q. Kt.
17	Q. to Q. second.	17 Q.	Kt. to K. fourth.
18	Q. R. to Q.	18 K.	Kt. P. two. (a)
19	Q. takes K. Kt. P. (b)	19 K.	B. to K. second.
20	Q. to K. Kt. seventh (c)	20 K.	B. to B. third.
	Q. takes B.	21 Kt.	takes Q.
22	Q. B. to Q. fourth.	22 Kt.	takes K. P.
23	Kt. takes Kt.	23 B.	takes Kt.
24	K. R. to K.	24 Q.	P. two.
25	K. B. P. one.	25 K.	B. P. two.
26	P. takes B.	26 K.	B. P. takes P.
27	R. to Q. second.	27 Ca	stles.
28	Q. B. takes Kt.	28 Q.	takes B.
29	Kt. to Kt. sixth.	29 Q.	to K. Kt. fourth.
30	Q. R. takes Q. P.	30 P.	takes R.
31	B. takes P. (ch.)	31 K.	to Kt. second.

(a) We believe this move secures some advantage to Black.

32 B. takes R.

(b) White should have taken the B; but, play as he may, his opponent will remain with the better game.

32 Q. to Q. seventh, & wins.

(c) He had no good move for his Queen, and this was the worst of all.

GAME No. LXXVIII.

Between the same Players.

Mr. E. W White.	Mr. J. BBlack.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 Q. P. two.	3 P. takes P.
4 K. B. to B. fourth.	4 Q. to K. B. third.
5 Q. B. P. one.	5 P. to Q. sixth.
6 Castles.	6 Q. P. one.
7 Q. takes P.	7 K. B. to K. second.
8 K. B. to Q. Kt. third.	8 Q. to K. Kt. third.
9 K. Kt. to Q. fourth.	9 K. Kt. to R. third.
10 Q. B. takes Kt.	10 K. Kt. P. takes B.
11 K. Kt. takes Kt. (a)	11 Q. Kt. P. takes Kt.
12 Q. Kt. to Q. second.	12 P. to K. R. fourth.
13 K. B. P. two.	13 K. R. to Kt.
14 K. R. to K. B. second.	14 K. B. to K. R. fifth.
15 K. R. to K. second.	15 Q. B. to K. Kt. fifth.
16 Kt. to K. B. third.	16 K. B. to K. second.
17 K. B. P. one.	17 Q. to K. B. third.
18 K. R. to K. B. second.	18 B. takes Kt.
19 Q. takes B.	19 Castles.
20 Q. takes R. P.	20 K. R. to Kt. second.
21 Q. to K. second.	21 K. to Q. Kt. second.
22 K. B. to Q. B. fourth.	22 Q. P. one.
23 K. B. to R. sixth (ch.)	23 K. to Q. R.
24 K. P. one.	24 Q. to K. Kt. fourth.

⁽a) White plays thus in order to weaken the position of his opponent's Pawns on this side of the board, in case he should castle with Queen's Rook.

25 K. P. one, winning a piece, and ultimately the game. (b)

⁽b) Neither party plays this game with his usual strength.

GAME No. LXXIX.

Between the same Players.

Mr.	J.	B.—	W	hite.
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1 K. P. two.

2 Q. P. two.

3 K. Kt. to B. third.

4 K. B. to Q. B. fourth.

5 Castles.

6 Q. B. P. one.

7 Kt. takes P.

8 Q. B. to K. third.

9 Q. Kt. to R. fourth.

10 Q. Kt. to Kt. sixth.

11 Q. to Q. second.

12 Q. R. to Q. (b)

13 Q. B. to Q. B. fifth.

14 Q. B. takes B.

15 Q. to Q. sixth.

16 Kt. takes B.

17 Q. takes Q. (ch.)

18 Kt. to Q. sixth (ch.)

19 Kt. takes Q. B. P.

20 Kt. to Q. R. fifth.

21 Q. R. to Q. second.

22 K. R. to Q.

23 K. R. P. one.

24 K. Kt. to Q. fourth.

25 Kt. takes K. P.

26 R. takes Kt.

27 Kt. to B. sixth (ch.)

28 K. B. P. one.

29 Kt. to Q. Kt. fourth.

Mr. E. W.—Black.

1 Q. B. P. two.

2 P. takes P.

3 Q. Kt. to B. third.

4 Q. to Kt. third.

5 K. P. one.

6 P. takes P.

7 Q. R. P. one.

8 Q. takes Q. Kt. P. (a)

9 Q. to K. B. third.

10 Q. R. to Kt. square.

11 K. Kt. to R. third.

12 Q. P. one.

13 Q. P. one. (c)

14 Q. P. takes B.

15 R. takes B.

16 Q. to Q.

17 Kt. takes Q.

18 K. to K. second.

19 Q. Kt. P. two.

20 Q. R. to Q. B.

21 K. B. P. one.22 Q. R. to Q. B. second.

23 K. Kt. to K. B. second.

24 K. Kt. to Q. third. (d)

25 Kt. takes Kt.

26 Kt. to Q. B. fourth.

27 K. to B. second.

28 K. R. to Q. B.

29 Q. R. P. one.

		100	
30	Kt. to Q. fifth.	30	R. to B. third.
31	R. takes R.	31	R. takes R.
32	K. to B. second.	32	K. Kt. P. two.
33	K. to K. third.	33	Kt. to K. third.
34	R. to Q. second.	34	R. to Q. B. fifth.
3 5	R. to Q. Kt. second.	35	Q. Kt. P. one.
3 6	K. to Q. third.	36	R. to Q. B. third.
37	R. to Q. B. second.	37	R. to Q. third.
3 8	K. to Q. B. fourth.	38	R. to B. third (ch.)
3 9	K. to Q. third.	39	Kt. to B. fourth (ch.)
4 0	K. to K. third.	40	K. to K. third
41	K. Kt. P. one.	41	K. R. P. one.
42	K. B. P. one.	42	K. B. P. one.
43	Kt. to Kt. sixth. (e)	43	K. B. P. takes P.
44	Kt. to Q. R. fourth.	44	K. to Q. fourth.
45	R. takes Kt. (ch.)	45	R. takes R.
46	Kt. takes R.	46	K. takes Kt.
47	K. takes P.	47	P. takes P.
48	P. takes P.	48	Q. R. P. one. (f)
49	K. to Q. third.	49	K. to Q. fourth.
50	K. B. P. one.	50	K. to K. fourth.
51	K. to Q. B. fourth.	51	Q. Kt. P. one.
52	P. takes P.	52	P. takes P.
53	K. takes P.	53	K. takes P.
54	K. to B. third.	54	K. to B. fifth.
55	K. to Q. fourth.	55	P. one.
56	P. one.	56	K. to Kt. fifth.

(a) By the secrifice of his Q. and Q. Kt. P., White speedily gets all his pieces into action.

Drawn game.

- (b) White did wisely in proceeding with the attack instead of taking the K. Kt.
 - (c) We believe Black could not have taken the B. with safety.
 - (d) He should have played the Kt. to K. fourth.

57 K, to K. third.

- (e) White skilfully extricated himself from this dilemma. If he had played K. to Q. fourth, his opponent would have checked at Kt. sixth with his Kt., and then, on the K. moving to protect the R., have taken P. with P., checking, and thus have obtained a decided advantage.
- (f) It would only have been a drawn game if he had moved K. to Q. B. fifth square.

GAME No. LXXX.

Mr. J. B White.	Mr. E. W.—Black.
1 K. P. two.	1 Q. B. P. two.
2 Q. P. two.	2 P. takes P.
3 K. Kt. to B. third.	3 K. P. two.
4 K. B. to Q. B. fourth.	4 K. R. P. one. (a)
5 Q. B. P. one.	5 Q. Kt. to B. third.
6 Q. B. P. takes P.	6 K. P. takes P.
7 K. Kt. takes P.	7 K. Kt. to B. third.
8 K. Kt. takes Q. Kt.	8 Q. Kt. P. takes Kt.
9 Q. to K. B. third.	9 Q. P. two.
10 K. P. takes P.	10 Q. B. P. takes P.
11 Castles.	11 Q. B. to K. third.
12 K. B. to Q. Kt. fifth (ch.) 12 Kt. to Q. second.
13 K. R. to K.	13 K. B. to Q. Kt. fifth.
14 Kt. to B. third.	14 Castles.
15 Q. B. to Q. second.	15 Kt. to K. B. third.
16 K. B. to Q. third.	16 Q. B. to K. Kt. fifth.
17 Q. to K. B. fourth.	17 K. B. to Q. third.
18 Q. to Q. R. fourth.	18 Q. B. to Q. second (b)
19 Q. to K. R. fourth.	19 Q. B. to K. third.
20 Q. B. takes K. R. P.	20 P. takes B.

21 Q. takes P.

22 K. R. to K. third.

21 K. R. to K.

22 Kt. to K. Kt. fifth (c)

23 Q. to K. R. seventh (ch.) 23 K. to B.

24 Q. to R. eighth (ch.)

24 K. to K. second.

25 Q. Kt. takes P. (ch.)

25 K. to Q. second.

26 K. B. to Q. Kt. fifth (ch.) 26 K. to Q. B. 27 Q. R. to Q. B. (ch.)

27 K. to Q. Kt.

28 Q. takes K. R.

28 Q. takes Q.

29 B. takes Q.

29 B. takes P. (ch.) (d)

30 K. to R. square.

In a few more moves, which were not registered, Black resigned the game.

- (a) To prevent his opponent playing K. Kt. to Kt. fifth.
- (b) The game was very carefully played on both sides up to this point; Black's 18th move, however, was far from a good one: Q. P. one square would have been much better play.
- (c) Badly played. Black was fearful of pushing Q. P. one, lest his opponent should play R. to K. B. third; we believe, however, that move would have saved the game.
- (d) If Black had taken the Kt., and then played his K. to Kt. second, perhaps he would have been able to have drawn the game.

GAME No. LXXXI.

Between Mr. J. WITHERS and Mr. E. WILLIAMS.

Mr. J. W .- White.

Mr. E. W.—Black.

1 K. P. two. 2 Q. B. P. two.

1 K. P. one. 2 Q. B. P. two.

3 Q. P. one. 4 Q. Kt. to B. third. 3 B. to K. second.

4 B. to K. B. third.

5 B. to Q. second.

5 Q. Kt. to B. third.

6 K. B. P two.	6 Q. P. one.
7 K. Kt. to B. third.	7 Q. R. P. one.
8 K. B. to K. second.	8 K. Kt. to K. second.
9 Castles.	9 Castles.
10 Q. R. P. one.	10 B. to Q. fifth (ch.)
11 K. to R.	11 Q. R. to Kt.
12 Q. to K.	12 Kt. to K. Kt. third.
13 Q. to Kt. third.	13 Q. Kt. P. two.
14 Kt. takes B.	14 Kt. takes Kt.
15 B. to R. fifth (a)	15 P. takes P.
16 P. takes P.	16 R. takes P.
17 B. to K. third.	17 B. to Q. Kt. sixth.
18 K. R. to Q. B.	18 Q. to Q. R. fourth.
19 Q. to K.	19 R. takes P.
20 B. to Q. second.	20 R. takes R.
21 R. takes R.	21 Q. to Q.
22 Q. to K. B. second.	22 Kt. to Kt. sixth.

23 Q. to K. B. third. 23 R. to Q. 24 K. B. P. takes B. 24 B. takes Kt.

25 K. Kt. P. one. 25 K. Kt. P. one. 26 P. takes P. 26 K. B. P. one. 27 Q. to K. fourth. 27 Kt. to Q. fifth.

28 R. to K. 29 P. takes P.

30 Q. to K. third.

30 B. takes P. Here White resigned the game.

28 Kt. takes B.

29 Kt. to K. fifth.

⁽a) Fearing the advance of Q. Kt. P.

GAME No. LXXXII.

Between the same Players.

Mr. J. W.— White	٠.
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- 1 K. P. two.
- 2 Q. P. two.
- 3 Q. B. P. two.
- 4 B. P. takes P.
- 5 P. takes P.
- 6 K. Kt. to B. third.
- 7 K. B. to Q. third.
- 8 Q. Kt. to B. third.
- 9 Q. Kt. to Kt. fifth.
- 10 Q. B. to Q. second.
- 11 Q. takes B.
- 12 Kt. to Q. sixth (ch.)
- 13 Kt. takes B.
- 14 Castles.
- 15 Q. to Kt. fourth (ch.)
- 16 Q. takes Q. Kt. P.
- 17 Q. R. to B.
- 18 Q. to B. sixth (ch.)
- 19 B. to R. sixth
- 20 Q. to B. second.
- 21 B. to B. fourth.
- 22 Q. to Q. third. 23 Q. P. one.
- 24 Q. to B. third.
- ²⁵ B. takes P.
- 26 Q. to R. third (ch.)
- 27 Kt. to K. fifth.
- 28 Kt. to Q. B. fourth.
- 29 Kt. takes R.

Mr. E. W .- Black.

- 1 K. P. one.
- 2 Q. B. P. one.
- 3 Q. P. two.
- 4 B. P. takes P.
- 5 Q. takes P.
- 6 K. Kt. to B. third.
- 7 K. B. to Q. third.
- 8 Q to K. R. fourth.
- 9 B. to Q. Kt. fifth (ch.) (a)
- 10 B. takes B. (ch.)
- 11 Q. Kt. to R. third.
- 12 K. to K. second.
- 13 K. R. takes Kt.
- 14 Kt. to B. second.
- 15 K. to K. square.
- 16 Q. Kt. to Q. fourth.
- 17 K. R. to Kt.
- 18 K. to B.
- 19 Q. Kt. to K. second.
- 20 K. R. to Kt. third.
- 21 Q. Kt. to K. B. fourth.
- 22 K. Kt. P. two.
- 23 K. Kt. P. one.
- 24 P. takes P.
- 25 Q. R. to Q.
- 26 K. R. interposes.
- 27 Kt. takes B.
- 28 Kt. to K. B. fifth.
- 29 R. takes Kt.

30 Q. R. to B. fifth. (b)

30 Q. takes K. R. P. (ch.)

31 K. takes Q.

31 R. to K. R. third (ch.)

32 K. moves. (c)

32 Kt. mates.

- (a) Probably Black should have moved Q. to. Q. fourth.
- (b) Very well played.
- (c) White should have interposed his Q. at K. R. third square, then with best play on both sides, the game would probably have been drawn, as it afterwards was in a back game.

GAME No. LXXXIII.

Mr. E. W White.	Mr. J. W.—Black.
1 K. P. two.	1 K. P. two.
2 K. B. to Q. B. fourth.	2 K. B. to B. fourth.
3 Q. to K. second.	3 Q. to K. second. (a)
4 K. B. P. two.	4 Q. P. one.
5 Q. P. one.	5 K. Kt. to B. third.
6 K. B. P. one.	6 Q. B. P. one.
7 K. Kt. P. two.	7 K. R. P. one.
8 Q. B. P. one.	8 Q. B. to Q. second.
9 K. R. P. one.	9 Q. R. P. two.
10 Q. R. P. two.	10 Q. P. one.
11 B. to Q. Kt. third.	11 Q. Kt. P. two. (b)
12 R. P. takes P.	12 Q. B. P. takes P.
13 P. takes P.	13 Q. R. P. one.
14 K. B. to R. second.	14 Q. Kt. P. one.
15 K. B. to Q. B. fourth.	15 Q. R. P. one.
16 P. takes Q. R. P.	16 P. takes Q. B. P.
17 Kt. takes P.	17 K. B. to Q. Kt. fifth.

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18	в.	to	Kt.	second.

19 R. takes R.

18 R. takes P. 19 B. takes Kt. (ch.)

20 B. takes B.

16 Q. to K.

20 Q. takes R.

21 Q. takes P. (ch.)

21 K. to B.

22 Q. takes Kt. (ch.)

22 B. interposes.

23 B. to Q. Kt. fourth (ch.), and wins Queen.

(a) Not the best move, we think.

(b) Black had here a very cramped game: this move involves an immediate loss.

GAME No. LXXXIV.

Between the same Players.

Mr. J. W White.	Mr. E. W.—Black.
1 K. P. two.	1 Q. B. P. two.
2 K. B. to Q. B. fourth.	2 K. P. one.
3 Q. Kt. to B. third.	3 K. B. to K. second.
4 Q. P. one.	4 Q. Kt. to B. third.
5 K. B. P. two.	5 Q. P. one.
6 K. Kt. to B. third.	6 K. B. to B. third.
7 Castles.	7 Q. R. P. one.
8 Q. Kt. to K. second.	8 K. Kt. to K. second.
9 Q. B. P. one.	9 K. Kt. to Kt. third.
10 Q. P. one.	10 Q. P. one.
11 K. P. one.	11 B. to K. second.
12 B. to Kt. third.	12 Castles.
13 Q. B. to K. third.	13 K. B. P. one.
14 B. to Q. B. second. (a)	14 Q. B. P. takes P.
15 Q. Kt. takes P.	15 K. B. P. one.

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16 Q. to K.

17 Q. to Kt. third.

18 K. R. to B. second.

19 Q. to R. third.

20 K. to R.

21 Q. R. to K. Kt.

22 R. to K. second.

23 Q. B. to B.

24 Kt. takes Kt.

25 Q. to K. B. third.

26 P. takes B.

27 K. R. to Q. second.

28 K. R. P. one.

29 P. takes Kt.

30 Q. to K. Kt. third. (c)

31 Q. R. to K.

32 K. to Kt.

33 Q. Kt. P. one. (d)

34 K. B. to Q. third.

35 B. takes B. (bad.)

36 K. to B. second.

17 K. Kt. to R.

18 Q. to Kt. third.

19 K. Kt. to B. second.

20 K. Kt. to R. third.

21 K. Kt. to Kt. fifth.

22 B. to Q. second.

23 Kt. takes Kt.

24 K. B. to B. fourth.

25 B. takes Kt.

26 B. to Kt. fourth.

27 Q. R. to Q. B.

28 K. R. P. two. (b)

29 P. takes P.

30 K. to B. second.

31 R. to K. R. (ch.)

32 Q. to R. fourth.

33 Q. R. to B. sixth. (e)

34 R. takes Q. B.

35 Q. to R. eighth (ch.)

36 Q. takes R. mate.

(a) It would not have been good play to have taken the Q. B. P.

(b) This is bold, but probably not sound play.

(c) This move was evidently the only one White had to save the game.

(d) This move enables Black at least to draw the game.

(e) Black foreseeing that he must ultimately lose the game from having a piece less than his opponent, judiciously takes this opportunity of drawing it, which he can do by giving "perpetual check" if his R. be taken.

GAME No. LXXXV.

Between the same Players.

Mr. E. W.—White.

1 K. P. two.

2 K. Kt. to B. third.

3 Q. P. two.

4 Kt. takes P.

5 K. B. to Q. third.

6 Castles.

7 K. Kt. to Kt. fourth.

8 K. Kt. to K. third.

9 K. to R.

10 K. Kt. to Q. B. fourth.

11 K. B. P. two.

12 P. takes P.

13 K. B. P. one.

14 Q. B. P. one.

15 Q. to K. second (ch.)

16 Q. to K. Kt. fourth.

17 Q. B. to K. Kt. fifth.18 Q. B. to R. fourth.

19 Q. Kt. to Q. second.

20 Q. R. to K.

21 Kt. takes Kt.

22 Kt. to K. fourth.

23 K. R. to B. third.

24 Q. B. to K. B. second.25 Q. B. to Q. B. fifth.

DO WALL TO WALLS

26 Kt. to K. Kt. third.

27 P. takes P.

28 Q. to R. fifth. (d)

29 Q. R. to K. seventh.

Mr. J. W .- Black.

1 K. P. two.

2 Q. Kt. to B. third.

3 Kt. takes P. (a)

4 Kt. to K. third.

5 K. B. to Q. B. fourth.

6 Q. P. one.

7 K. Kt. to B. third.

8 Q. B. P. one.

9 Q. to Q. Kt. third. (b)

10 Q. to Q. B. second.

11 Q. P. one.

12 Kt. takes P.

13 Q. Kt. to Q. fifth.

14 Q. Kt. to Q. Kt. fourth.

15 Q. to K. second.

16 Castles.

17 K. B. P. one.

18 Q. Kt. to Q. third.

19 Q. Kt. P. two.

20 Q. to K. B. second.

21 B. takes Kt.

22 K. B. to K. fourth.23 Kt. to K. second.

24 K. to R. square.

25 K. Kt. P. one.

20 K. Kt. I. Uuc.

26 K. R. to Kt. square.

27 Kt. takes P. (c)

28 B. takes Kt.

29 Q. B. to Kt. fifth.

30 Q. to K. R. sixth.

31 R. takes K. B. P.

32 Q. B. to Q. fourth.

33 R. takes Q. dis. (ch.)

34 R. takes P. (ch.)

35 R. takes R. (ch.)

36 R. takes B. and wins.

30 Kt. takes R.

31 Q. to K. Kt. second.

32 Q. takes Q. (e)

33 R. to K. Kt. second.

34 K. to Kt.

35 K. to B.

- (a) This we believe to be preferable to taking P. with P.
- (b) A weak move.
- (c) The best move. If he had taken the Q., he would have lost at least a piece.
 - (d) Threatening to take the Kt. and then the B. with the R.
- (e) If Black had moved his K. R. to Q., he would have been mated in two moves; if his Q. R., in three moves.

GAME No. LXXXVI.

Between Captain Evans and Mr. Henderson.

Capt. E .- White.

1 K. P. two.

2 K. Kt. to B. third.

3 Q. B. P. one.

4 K. B. to Q. Kt. fifth.

5 Q. to Q. R. fourth.

6 Kt. takes K. P.

7 B. takes Q. Kt. (ch.)

8 Q. takes P. (ch.)

9 K. B. P. one.

10 Q. P. two. (b)

11 Q. takes Q. B. P. (ch.)

12 Q. to Q. B. fifth (ch.)

Mr. H.—Black,

1 K. P. two.

2 Q. Kt. to B. third.

3 Q. P. two. (a)

4 Q. B. to K. Kt. fifth.

5 Q. to Q. third.

6 Q. takes Kt.

7 P. takes B.

8 K. to K. second.

9 R. to Q.

10 Q. to K. third.

11 R. to Q. second.

12 K. to K. square.

- 13 Q. to Q. B. eighth (ch.)
- 14 Q. takes Q. (ch.)
- 15 K. P. one.
- 16 Kt. to Q. second.
- 17 Kt. to Q. Kt. third.
- 18 K. B. P. one.
- 19 K. R. P. two.
- 20 K. to K. second.
- 21 K. to K. B. third.
- 22 K. Kt. P. one.
- 23 Kt. to Q. second.
- 24 K. R. to K.
- 25 Q. Kt. P. one.
- 26 B. to Q. Kt. second.
- 20 17 10 10 12 12 16 16
- 27 K. R. P. one.
- 28 P. takes P.
- 29 R. to K. R.
- 30 R. to K. R. third.
- 31 R. to Q. B.
- 01 A. D. D. ...
- 32 Q. B. P. one.
- 33 Kt. takes P. 34 K. to K. second.
- 35 R. to K. Kt. third.
- 36 Q. R. P. one.
- 37 Q. R. to K. Kt.
- 38 R. to K. R. third.
- 39 R. to Q. B.
- 40 R. to Q. third.
- 41 Kt. to Q. sixth.
- 42 K. R. to Q. B. third.
- 43 Q. P. one (ch.)
- 44 R. to Q. third (ch.)
- 45 Kt. takes Kt.
- 46 R. to Q. sixth (ch.)
- 47 K. P. one.

- 13 R. to Q.
- 14 B. takes Q.
- 15 K. B. P. two.
- 16 Kt. to K. R. third.
- 17 Kt. to K. B. second.
- 18 B. to K. second.
- 19 Kt. to K. R. third.
- 20 B. to Q. second.
- 21 B. to Q. Kt. fourth.
- 22 B. to Q. sixth.
- 23 Kt. to K. Kt. fifth.
- 24 K. R. P. one.
- 25 R. to Q. B.
- 20 K. W Q. D.
- 26 K. Kt. P. two.
- 27 P. takes P.
- 28 R. to K. Kt.
- 29 K. to B. second.
- 30 K. to K. third.
- 31 R. to K. Kt. second.
- 32 P. takes P.
- 33 B. to K. fifth (ch.)
- 34 B. to K. Kt. seventh.
- 35 B. to K. fifth.
- 36 Q. R. to K. Kt.
- 37 B. to K. R. fifth.
- 38 B. to K. B. seventh.
- 39 Q. B. to K. Kt. seventh.
- 40 B. to K. R. fifth.
- 41 Kt. to K. B. seventh.42 Kt. to K. fifth.
- 42 Kt. to K. mm
- 43 K. takes P.
- 44 K. to K. third. 45 P. takes Kt.
- 46 K. to K. B. fourth.
- 47 B. to B. sixth (ch.)
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48	K.	to	K.	third.
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49 R. to Q. B. fifth (ch.)

50 R. to Q. second.

51 K. takes R.

52 B. to K. fifth (ch.)

53 K. to K. third.

54 K. to Q. fourth.

55 R. to Q. B.

56 K. to Q. B. third.

48 R. to K. Kt. seventh.

49 K. to K. Kt. fifth.

50 R. takes R.

51 K. takes K. B. P.

52 K. to K. Kt. fifth.

53 B. to K. Kt. fourth (ch.)

54 K. P. one.

55 R. to Q. (ch.)

56 R. to Q. B. (ch.), & wins.

(a) This move is inferior to K. Kt. to B. third.

(b) A bad move.

GAME No. LXXXVII.

Between Mr. J. WITHERS and Mr. E. WILLIAMS.

Mr. J. W .- White.

1 K. P. two.

2 K. B. to Q. B. fourth. 3 Q. Kt. to B. third.

4 Q. P. one.

5 Q. Kt. to R. fourth. (a)

6 Kt. takes B.

7 Q. to B. third.

8 K. R. P. one.

9 Q. B. P. one.

10 B. takes B.

11 K. Kt. to K. second.

12 Castles.

13 Q. to K. third.

14 Q. to Q. second. (b)

Mr. E. W .- Black.

1 K. P. two.

2 Same.

3 K. Kt. to B. third.

4 K. R. P. one.

5 K. B. to Q. Kt. third.

6 R. P. takes Kt.

7 Q. P. one.

8 Q. Kt. to B. third.

9 Q. B. to K. third.

10 P. takes B.

11 Castles.

12 Q. P. one.

13 Q. P. one.

14 Q. to K.

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15 K. B. P. two. (c)	15 K. P. takes P.
16 P. takes P.	16 Q. R. to Q.
17 R. takes P.	17 Kt. takes P.
18 K. P. one.	18 Kt. takes Kt. (ch.)
19 Q. takes Kt.	19 Kt. to Q. fourth.
20 R. to K. Kt. fourth.	20 K. to R. square.
21 B. to Q. second.	21 Q. to Q. Kt. fourth.
22 Q. to K. fourth.	22 Q. takes Q. Kt. P.
23 Q. R. to Q.	23 Q. to Q. B. seventh.
24 Q. to Kt. sixth.	24 Q. takes R. (ch.)
25 K. to R. second.	25 Q. R. to Q. second.
26 B. takes K. R. P.	26 Q. takes R. (d)
27 Q. takes Q.	27 P. takes B.
28 Q. takes K. P.	28 K. R. to Q.
29 Q. takes K. R. P. (ch.)	29 Q. R. interposes.
30 Q. to Q. second.	30 Q. B. P. two.
31 K. P. one.	31 K. R. to Q. third.
32 Q. to Kt. fifth. (e)	32 R. to Kt. second.
33 Q. to R. fifth (ch.)	33 K. to Kt.
34 Q. to K. eighth (ch.)	34 K. to R. second.
35 Q. to K. B. eighth.	35 Kt. to K. second. (f)
36 Q. to B. third.	36 R. takes K. P.
37 Q. takes P.	37 R. to K. seventh.

- (a) This style of play gives variety to the game; in other respects, we do not approve of it.
 - (b) White is desirous of keeping his opponent's centre Pawns doubled.

38 R. takes P. (ch.)

fifth, and wins.

39 R. from Kt. seventh to Kt.

(c) By this move, White hoped to win a Pawn.

38 K. R. P. one.

39 K. to R.

- (d) This move, which was the only means of saving the game, was evidently not contemplated by White when he planned his attack.
 - (e) Threatening to win the K. R. by a check at K. fifth.
- (f) This move was overlooked by White, otherwise he would have drawn the game, by giving perpetual check.

GAME No. LXXXVIII.

Between the same Players.

Mr. E. W.— White.

1 K. P. two.

2 K. Kt. to B. third.

3 Q. P. two.

4 Kt. takes P.

5 K. B. to B. fourth.

6 K. Kt. to Kt. fourth.

7 B. to Q. third.

8 Kt. takes Kt.

9 Castles.

10 Q. Kt. to B. third.

11 K. to R.

12 B. takes Kt.

13 Kt. to Q. fifth.

14 K. B. P. two. (b)

15 Kt. to B. third.

16 K. B. P. one.

17 K. Kt. P. one.

18 R. to B. fourth.

19 Q. to K. Kt. square.

20 Q. R. to K. B.

21 P. takes B.

22 Q. B. P. one.

23 K. Kt. P. one.

24 Q. to K. Kt. third.

25 K. R. P. two.

26 P. takes P. (en pass.)

27 K. to R. second.

28 K. Kt. P. one.

29 K. R. to B. sixth.

Mr. J. W.—Black.

1 K. P. two.

2 Q. Kt. to B. third.

3 Kt. takes P.

4 Kt. to K. third.

5 Q. to B. third.

6 Q. to K. Kt. third

7 K. Kt. to B. third.

8 Q. takes Kt.

9 B. to Q. B. fourth.

10 Castles.

11 Kt. to K. B. fifth. (a)

12 Q. takes B.

13 Q. to K. R. fifth.

14 Q. B. P. one. 15 Q. P. one.

16 B. to Q. fifth.

17 Q. to R. third.

18 K. B. to B. third.

19 Q. Kt. P. one.

20 B. takes Kt.

21 Q. to B. third.

22 Q. B. P. one.

23 K. R. P. one.

24 B. to Kt. second.

25 K. Kt. P. two.

26 Q. takes P.

27 Q. to Kt. second (best.)

28 Q. R. to K.

29 B. takes P.

30 R. takes Q. P.	30 P. takes P.
31 P. takes P.	31 Q. to K. fourth.
32 R. to Q. seventh.	32 K. to Kt. second.
33 Q. takes Q. (ch.)	33 R. takes Q.
34 K. to Kt. third.	34 R. takes P. (ch.)
35 K. to B. fourth.	35 B. takes B.
36 P. takes B.	36 Q. R. to K. Kt. third.
37 K. to K. third.	37 Q. R. P. two.
38 R. to Q. Kt. seventh.	38 K. R. to K. (ch.) (bad.)
39 K. to Q. second.	39 K. R. to K. B.
40 K. to B. third.	40 Q. R. to Q. third.
41 R. to K. Kt. (ch.)	41 K. to R. third.
42 R. to K. seventh.	42 R. to K. third.
43 R. takes R.	43 P. takes R.

White won the game, after many more moves, by carrying his K. over to his opponent's Q. Kt. P., &c.

44 R. to K. (best.)

(a) To delay the advance of K. B. P.

44 R. to K.

(b) White could not safely have taken the Q. B. P.

GAME No. LXXXIX.

Mr. E. W.—White.	Mr. J. W.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 P. takes P.
3 K. P. one.	3 K. P. two.
4 K. B. takes P.	4 P. takes P.
5 P. takes P.	5 K. Kt. to B. third.
6 Q. Kt. to B. third.	6 K. B. to Q. third.

7 K. Kt. to	B. third.
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8 Castles.

9 K. R. P. one.

10 Q. to Q. third.

11 B. takes B.

12 K. R. to K.

13 R. takes K. P.

14 R. takes B.

15 Q. to K. Kt. sixth.

16 Q. B. takes K. R. P.

17 K. Kt. to Kt. fifth. (a)

18 K. Kt. to K. sixth.

19 Q. takes P. (ch.)

20 Q. takes Q.

21 Kt. takes R.

22 R. to K.

23 K. B. P. one.

24 Q. Kt. to K. fourth.

25 K. to R. second.

26 K. Kt. P. two.

27 K. R. P. one.

28 R. to Q.

29 Q. P. one.

30 R. takes P.

31 Kt. to Kt. fifth (ch.)

32 R. to Q. sixth (ch.)

33 R. to Q. seventh.

34 Kt. to B. seventh (ch.)

7 K. R. P. one.

8 Castles.

9 Q. B. P. one.

10 Q. B. to K. third.

11 P. takes B.

12 Q. Kt. to R. third.

13 Q. Kt. to B. fourth.

14 Q. takes R.

15 Q. Kt. to Q. second.

16 Q. to K. second.

17 K. to R. square. (b)

18 P. takes B.

19 Q. to K. R. second.

20 K. takes Q.

21 R. takes Kt.

22 R. to K. B. second. 23 K. Kt. to Q. fourth.

24 R. to K. Kt. second.

25 K. Kt. to K. B. fifth.

26 Q. Kt. to K. B.

27 Q. Kt. to K. third.

28 K. Kt. to K. seventh.

29 P. takes P.

30 Q. Kt. to K. B. fifth.

31 K. to R. third.

32 R. interposes.

33 R. to Q. B. third.
34 Resigned.

(a) K. Kt. to K. fifth might have been better.

(b) This was his best move.

GAME No. XC.

Between the same Players.

	Mr. E. W White.		Mr. J. W.—Black.
1	Q. P. two.	1	Q. B. P. two.
2	K. P. one. (a)	2	P. takes P.
3	P. takes P.	3	Q. P. two.
4	Q. B. P. two.	4	K. P. one.
5	Q. Kt. to B. third.	5	Q. Kt. to B. third.
6	K. Kt. to B. third.	6	K. B. to Q. Kt. fifth.
7	K. B. to Q. third.		Q. B. to Q. second.
8	Castles.		B. takes Kt.
9	P. takes B.	9	K. Kt. to B. third. (b)
10	B. to R. third.		Q. to R. fourth.
11	Q. to Kt. third.		Q. R. to B.
12	P. takes P.	12	Kt. takes P.
13	Q. B. P. one.	13	K. Kt. to K. B. fifth.
	Q. P. one.	14	P. takes P.
	K. R. to K. square (ch.)	15	K. to Q.
	P. takes P.		Q. takes P.
17	K. B. to Q. B. fourth.	17	Q. to K. R. fourth.
18	Q. B. to Q. sixth.	18	Q. to K. Kt. fifth.
19	B. takes. Kt.	19	Q. takes B.
20	B. takes P.	20	K. R. to B.
21	B. to K. sixth.	21	Kt. to Q. fifth.
22	Q. R. to Q.	22	Kt. takes Q.
	R. takes B. (ch.)	23	K. to K.
24	B. to B. fifth. (ch.)	24	Q. interposes.

(a) Q. P. one would have been better.

25 R. takes Q., mate.

(b) K. Kt. to K. second would have been preferable.

GAME No. XCI.

Mr. J. W White.	Mr. E. W.—Black.
1 K. P. two.	1 Q. B. P. two.
2 K. B. to Q. B. fourth.	2 K. P. one.
3 K. P. one.	3 Q. Kt. to B. third.
4 K. B. P. two.	4 K. Kt. to K. second.
5 K. Kt. to B. third.	5 Kt. to K. B. fourth.
6 Castles.	6 Q. P. two.
7 P. takes P. (en pas.)	7 B. takes P.
8 Q. P. one.	8 Castles.
9 Q. Kt. to B. third.	9 Q. Kt. to Q. fifth.
10 Q. Kt. to K. fourth.	10 Q. Kt. P. two.
11 B. to Kt. third.	11 Q. to Kt. third.
12 Q. B. P. two.	12 B. to Kt. second.
13 Kt. takes Kt.	13 Kt. takes Kt.
14 Q. to R. fifth.	14 P. takes P.
15 B. takes P.	15 Q. to B. third.
16 Q. to R. third.	16 B. to K. second.
17 B. to K. third. (a)	17 Kt. to Q. B. seventh.
18 Q. R. to B. (b)	18 Kt. takes B.
19 Q. takes Kt.	19 K. B. P. two.
20 Q. to R. third.	20 P. takes Kt.
21 B. takes P. (ch.)	21 K. to R.
22 P. takes P.	22 Q. takes P.
23 Q. R. to K.	23 Q. to Q. fifth (ch.)
24 K. to R.	24 R. takes P.
25 B. to B. fifth.	25 K. R. P. one.
26 Q. to R. fifth.	26 R. to B. seventh.
27 R. takes R.	27 Q. takes R.
28 R. to Kt.	28 R. to K. B., and wins.

⁽a) This move involves some loss.

⁽b) Q. R. to K. Square would have been better.

GAME No. XCII.

Between Captain K and Mr. Henderson.

Capt. K.—White.

- 1 K. P. two.
- 2 K. Kt. to B. third.
- 3 Q. P. two.
- 4 Kt. takes P. (a)
- 5 Q. to Q. third.
- 6 Q. B. to K. third.
- 7 Q. Kt. to Q. second.
- 8 Q. to Q. B. third.
- 9 K. B. to Q. third.
- 9 K. D. to Q. time
- 10 K. R. P. one.
- 11 Castles Q. R.
- 12 K. Kt. to B. fifth.
- 13 Q. B. takes B.
- 14 K. Kt. P. one.
- 15 Q. B. to K. third.
- 16 Q. Kt. takes B.
- 17 Q. to Q. fourth.
- 18 P. takes Kt.
- 19 Q. to Q. fifth. (c)
- 20 Q. to Q. fourth.
- 21 K. to Kt.
- 22 Q. R. P. one. (d)
- 23 Q. R. P. one.
- 24 Q. B. to B. fourth.
- 25 Q. takes Q. P.
- 26 Q. R. to Q. second.
- 27. Q. takes Q. B. P.
- 28 Q. to Q. R. sixth.
- 29 K. to B.

Mr. H.-Black.

- 1 K. P. two.
- 2 Q. Kt. to B. third.
 - 3 P. takes P.
- 4 Q. to R. fifth. (b)
- 5 K. B. to Q. B. fourth.
- 6 K. Kt. to B. third.
- 7 Q. Kt. to K. fourth.
- 8 Q. P. one.
- 9 Q. R. P. two.
- 10 Castles.
- 11 Q. Kt. P. two.
- 12 B. takes Kt.
- 12 D. Lakes IXI.
- 13 Q. B. takes K. P.
- 14 Q. to R. third.
- 15 Q. to Kt. third.
- 16 Kt. takes Kt.
- 17 Kt. takes B. (ch.)
- 18 Kt. to Q. B. fourth.
- 19 Q. B. P. one.
- 20 Q. to K. third.
- 21 Kt. to R. third.
- 22 Q. Kt. P. one.
- 23 Kt. to Q. B. fourth.
- 24 Kt. takes R. P. 25 Q. to Kt. sixth.
- 26 Q. R. to Q.
- 27 Q. R. to Q. B.
- 28 Kt. to B. sixth (ch.)
- 29 Kt. to K. fifth (ch.)

30 K. to Kt.

31 B. takes Kt.

30 Kt. takes R. (ch.)

31 Q. to B. seventh (ch.), and wins.

- (a) Here White seems afraid to proceed with his attack, lest it should not compensate him for the loss of the P. His opponent very properly makes him suffer for his timidity.
 - (b) Correctly played.
 - (c) Feeble play.

16 P. takes Kt.

(d) Q. to K. fourth would, perhaps, have been better.

GAME No. XCIII.

Between Mr. Henderson and one of the best Players in the St. George's Chess Club.

Mr. H-White.	Mr. B. G.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 K. B. to B. fourth.	3 Same.
4 Q. Kt. P. two.	4 B. takes P.
5 Q. B. P. one.	5 B. to R. fourth.
6 Castles.	6 K. Kt. to B. third.
7 K. Kt. to Kt. fifth.	,7 Castles.
8 K. B. P. two.	8 Q. P. one. (a)
9 Q. P. two.	9 K. B. to Kt. third.
10 K. to R.	10 P. takes Q. P.
11 K. P. one.	11 Q. P. takes P.
12 Q. B. to R. third.	12 Q. Kt. to R. fourth. (b)
13 Kt. takes K. B. P.	13 R. takes Kt.
14 B. takes R. (ch.)	14 K. takes B.
15 K. B. P. takes P.	15 Q. to Q. fourth.

16 K. Kt. P. takes P.

- 17 Q. B. to K. third.
- 18 B. to K. B. fourth.
 - 9 K. to K. third.
 -) Q. B. to K. fifth.
 - K. B. P. one.
 - Q. takes Kt.

9.

v.

ers.

G.-Black.

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P.

two.

t. second.

rd. (c)

1.

rd. cond.

1.

1	7	K.	to	В.	secon	d.
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18 Kt. to Kt. fifth.

19 B. takes B. (ch.)

20 B. to Kt. fourth (ch.)

21 Q. takes B. (ch.)

22 K. P. one.

23 Q. to K. fourth.

24 K. to Kt. third.

25 Q. B. to K. third.

26 Q. R. to K.

27 Q. to K. B. third.

28 K. to B. fourth.

29 Q. R. to Q. B.

30 K. R. to Kt. seventh.

31 P. takes P. (en pas.)

32 Q. to R. fifth.

33 Q. to B. seventh, & wins.

17 Q. to Q. Kt. third.

18 B. takes Kt.

19 K. to B.

20 B. takes B.

21 Kt. to Q. second.

22 Kt. to K. fourth.

23 Q. takes Kt. P. (ch.)

24 Q. to B. sixth (ch.)

25 Q. Kt. to B. fifth.

26 K. B. P. two.

27 Kt. to Q. third.

28 Q. Kt. P. one.

29 Q. to R. fourth.

30 Q. B. P. two. 31 Kt. to K. fifth.

32 Kt. to B. sixth.

(a) An ingenious variety of the Bishop's gambit, which is new to us.

(b) We should have much preferred Q. P. two.

(c) He should have taken P. with P.

(d) White has now by far the better game.

GAME No. XCV.

The next Six arduously-contested Games were played between Mr. Perigal, Honorary Secretary of the London Chess Club, and Mr. E. Williams.

Mr.	E.	W.	V	Vhite	

Mr. P.—Black.

1 Q. P. two.

2 Q. B. P. two.

3 K. P. one.

1 Q. P. two.

2 Q. B. P. one. (a)

3 K. B. P. two.

4 K. B. to Q. third.

5 Q. Kt. to B. third.

6 K. Kt. to B. third.

7 Castles.

8 P. takes B.

9 K. Kt. to K. fifth.

10 P. takes P.

11 P. takes Kt.

12 Q. to her B. second.

13 B. to R. third.

14 Q. B. P. one.

15 K. B. P. two.

16 K. P. one.

17 P. takes P.

18 B. takes Kt.

19 Q. R. to Q.

20 B. to B. square.

21 R. to Q. sixth. (b)

22 Q. to Q. third.

23 Q. to K. Kt. third.

24 K. R. to Q.

25 Q. to Q. third.

26 K. Kt. P. two.

27 R. to K. eighth.

28 R. takes R. (ch.)

29 Q. to Q. sixth (ch.) 30 Q. takes R.

31 B. to Kt. second.

32 Q. to K. Kt. seventh (ch.) 32 K. to K. square.

33 Q. to Kt. eighth (ch.)

34 Q. takes Q. (ch.)

35 R. takes B.

4 K. Kt. to B. third.

5 K. P. one.

6 K. B. to Q. Kt. fifth.

7 B. takes Kt.

8 Castles.

9 Q. Kt. to K. second.

10 Kt. takes Kt.

11 Kt. takes P.

12 Q. to B. second.

13 Q. B. P. one.

14 Kt. to K. second.

15 Q. Kt. P. one.

16 B. to Kt. second.

17 Kt. takes P.

18 R. takes B.

19 Q. R. to K. B.

20 K. R. P. one.

21 Q. to K. B. second.

22 Q. to K. Kt. third.

23 Q. to K. B. second. (c)

24 B. to B. square.

25 K. Kt. P. two. (d)

26 R. takes K. P.27 P. takes P. (e)

28 K. takes R.

29 Q. to K. second.

30 B. to Q. second.

31 K. to B. second.

33 Q. to B. square.

34 K. takes Q.

35 Resigned.

⁽a) A weak move: playing this P. two squares would have been better.

- (b) K. Kt. P. two would have been a bad move at this point.
- (c) Black might now have exchanged Queens and played his B. to Q. R. third square; in that case, however, probably he would have had the worst of the game, on account of the position of the White Pawns.
 - (d) This move, apparently a very good one, cost Black the game.
- (e) Endeavouring to save the R. at K. fourth, which had no way of escape.

GAME No. XCVI.

Mr. E. W.—White.	Mr. P.—Black.
1 Q. P. two.	1 Q. P. two.
2 Q. B. P. two.	2 P. takes P. (a)
3 K. P. one.	3 K. P. one.
4 B. takes P.	4 K. Kt. to B. third.
5 K. Kt. to B. third.	5 K. B. to Q. third.
6 Q. Kt. to B. third.	6 Castles.
7 Castles.	7 Q. B. P. one. (b)
8 K. P. one.	8 K. B. to Q. B. second.
9 Q. B. to Kt. fifth.	9 K. R. P. one.
10 B. to K. R. fourth.	10 Q. to K. (c)
11 B. takes Kt.	11 P. takes B.
12 K. P. one. (d)	12 K. B. P. one.
13 K. Kt. to R. fourth.	13 K. to R. second.
14 B. to Q. third. (e)	14 K. R. to Kt.
15 Q. R. to Q. B.	15 Q. to K. second.
16 K. Kt. to B. third.	16 Q. Kt. to Q. second.
17 Q. Kt. to Kt. fifth. (f)	17 Q. Kt. to Kt. third.
18 Kt. takes B.	18 Q. takes Kt.
19 K. R. P. one.	19 Q. Kt. to Q. fourth.

20 Q. to Q. second.

21 K. B. to Q. B. fourth.

22 B. takes Kt.

23 Q. to B. fourth.

24 K. to R. second.

25 Kt. to R. fourth.

26 Q. R. to B. third.

20 Q. It. to B. tilliu.

27 Q. R. to K. Kt. third.

28 Kt. to B. third.

29 P. takes P.

30 K. R. to Q. B.

31 Kt. to Q. fourth.

32 P. takes R.

33 R. to K. B.

34 Kt. to B. third.

35 R. to Q. B.

36 R. takes R.

37 Q. to K. R. fourth.

38 Q. to Q. Kt. fourth.

39 Q. to Q. fourth.

40 Kt. to K.

41 Kt. to B. third.

42 Q. R. P. one.

43 Kt. takes Q.

44 K. to Kt.

45 K. to B. second.

46 P. takes P. (ch.)47 K. to K. third.

48 Kt. to B. third (ch.)

49 Q. Kt. P. two.

50 K. to B. fourth.

51 Kt. to Q. fourth (ch.)

52 Kt. takes P.

53 Kt. to Q. fourth.

54 Kt. to Q. B. sixth. (1)

20 Q. to K. second.

21 K. R. to Kt. third.

22 K. P. takes B.

23 B. to K. third.

24 Q. R. to K. Kt.

25 R. to K. Kt. fourth.

26 Q. R. P. one.

27 Q. B. P. one. (g)

28 K. R. to Kt. third.

29 Q. takes P.

30 Q. to K. second. (h)

31 R. takes R.

32 Q. to Q. second.

33 R. to Kt. fourth.

34 R. to K. Kt. square.

35 R. to Q. B.

36 Q. takes R.

37 Q. to B. eighth.

38 Q. to B. second.

39 K. to Kt. second.

40 Q. to Q. B. fifth. 41 Q. Kt. P. two. (i)

42 Q. takes Q.

43 K. to B.

44 K. to K. second.

45 P. to K. B. third.

46 K. takes P.

47 K. to K. fourth.

48 K. to Q. third.

49 B. to K. B. second. (k)

50 K. to K. third.

51 K. to B. third.

52 K. R. P. one.

53 B. to Kt. third.

54 B. to K. fifth.

55 Kt. to Kt. eighth.	55 B. takes P.
56 Kt. takes P.	56 Q. P. one.
57 K. Kt. P. one.	57 P. takes P. (m)
58 P. takes P.	58 Q. P. one.
59 K. to K. third.	59 K. to Kt. fourth.
60 K. takes P.	60 K. takes P.
61 K. to Q. fourth.	61 K. to B. fourth.
62 K. to B. fifth.	62 B. to B. eighth.
63 Kt. to B. seventh.	63 K. to K. fourth.
64 Kt. takes P.	64 K. to K. third.
65 R. P. one.	65 K. to Q. second.
66 K. to Kt. sixth.	66 K. to B.
67 R. P. one.	67 K. to Kt.
68 R. P. one.	68 B. to Kt. seventh.
69 P. checks.	69 K. to B.
70 Kt. to Q. sixth (ch.)	70 K. to Q. second.
71 Kt. to Kt. seventh. (n)	

Black gave up the game.

- (a) This move we do not think a good one, for by it Black materially weakened his centre.
- (b) A feeble style of play; Q. Kt. to B. third, we should have preferred.
- (c) Black appears to have had no better move than this, for if he had advanced K. Kt. P. two squares, White would have taken it with his Kt.
- (d) Obviously with the intention of restricting the action of the adversary's Bishops.
- (e) This and White's last move were not his best; he should have played Q. Kt. to K. second.
- (f) This valuable Kt. should now have been brought to bear upon the adversary's K., instead of exchanging it for a piece which was comparatively useless to his opponent.
 - (g) A good move.
- (h) The student will readily perceive that Black would have lost his Q. if he had taken the K. B. P.

- (i) Black could not have taken the Q. R. P. without losing one in return for it.
 - (k) Black lost a valuable P. by this move.
 - (1) P. to K. Kt. fourth square would, probably, have been better play.
- (m) If Black had now pushed his K. R. P. to R. fifth, we believe he would still have lost the game.
- (n) The latter part of this game affords a good illustration of the superiority of the Knight over the Bishop in endings of games of this description, from his ability to attack Pawns on squares of either colour.

GAME No. XCVII.

Between the same Players.

	Mr. P White.		Mr. E. W.—Black.
1	Q. P. two.	1	Q. P. two.
2	Q. B. P. two.	2	K. P. one.
3	P. takes P.	3	P. takes P.
4	Q. Kt. to B. third.	4	K. Kt. to B. third.
5	Q. B. to K. B. fourth.	5	Q. B. P. two.
6	P. takes P. (a)	6	B. takes P.
7	K. P. one.	7	Castles.
8	K. B. to Q. third.	8	Q. to Kt. third. (b)
9	K. Kt. to K. second.	9	Q. B. to Kt. fifth.
10	K. R. P. one.	10	B. takes Kt.
11	Q. takes B.	11	Q. P. one (good).
12	Kt. to Kt. fifth.	12	B. to Q. Kt. fifth (ch.) (c)
13	K. to B.	13	Q. Kt. to B. third.
14	B. to Q. B. seventh.	14	Q. to R. third.
15	Kt. takes Q. P.	15	Kt. takes Kt.
16	B. takes Q.	16	Kt. takes Q.

17 Q. R. to Q. B.

17 B. takes Kt.

18 Q. B. to K. fifth.	18 Kt. to Q. second. (d)
19 B. to Q. fourth.	19 R. to B. seventh. (e)
20 Q. R. P. one.	20 B. to B. fourth.
21 Q. B. to B. third.	21 K. B. P. two.
22 B. to Q. B. fourth (ch.)	22 K. to R.
23 B. to Kt. third.	23 R. takes B.
04 TO 4 TO TO	

24 P. takes R.

White eventually won the game.

- (a) It would not have been good play to have taken the Q. Kt.
- (b) Well played.
- (c) If instead of this very exceptionable move, he had taken the K. P., he must have had, at least, an equal game,—e. g.

P., he must have had, at least,	an equal game,—e. g.
	12 P. takes K. P.
13 Kt. to B. seventh (if) (A.)	13 Q. to Kt. fifth (ch.)
14 K. moves.	14 Q. takes B., and would win.
	(A) 12 P. takes K. P.

- 18 P. takes P. (best)
- 18 Q. Kt. to R. third, &cc.
- (d) Kt. to K. fifth would have been better.
- (e) A bad move.

GAME No. XCVIII.

Between the same Players.

Mr. P.—White.	Mr. E. W.—Black.
1 K, P. two.	1 Q. B. P. two.
2 Q. B. P. two.	2 K. P. one.
3 Q. Kt. to B. third.	3 Q. Kt. to B. third.
4 K. B. P. two.	4 Q. P. one.
5 K. Kt. to B. third.	5 K.B. to K. second.
6 K. B. to K. second.	6 K. B. to B. third.

	1	ΟŢ	
7	Castles.	7	K. Kt. to K. second.
8	Q. to K.	8	B. to Q. fifth (ch.)
9	Kt. takes B.	9	Kt. takes Kt.
10	Q. to K. Kt. third.	10	K. Kt. to Kt. third.
11	Q. P. one.	11	Castles.
12	Q. Kt. P. one. (a)	12	Q. to Q. R. fourth.
13	Q. B. to Kt. second.	13	Kt. takes B. (ch.) (b)
14	Kt. takes Kt.	14	Q. to Q. seventh.
15	B. to B. third.	15	Q. takes Kt.
16	K. B. P. one.	16	P. takes P.
17	P. takes P.	17	Kt. to K. fourth.
18	Q. R. to K.	18	Q. to R. fourth.
19	B. takes Kt.	19	P. takes B.
20	R. takes P.	20	Q. Kt. P. one.
21	K. R. to B. fourth.	21	Q. to Q. eighth (ch.)
22	K. R. to K. B. (c)	22	Q. to Q. seventh.
23	K. B. P. one.	23	K. Kt., P. one.
24	Q. R. to K. Kt. fifth (d)	24	K. R. to K.
25	K. to R. (e)	25	R. to K. third.
26	K. R. P. two.	26	Q. to K. seventh.
	Q. to B. fourth.	27	B. to Kt. second.
28	K. R. P. one.	28	Q. takes Q. P.
29	P. takes P.	2 9	R. P. takes P.
30	R. to Kt. third.	30	Q. to K. seventh.
31	R. takes P. $(ch.)(f)$	31	P. takes R.
32	P. checks.	32	K. to R. second. (g)
33	Q. to K. R. second (ch.)	33	K. to Kt. second.
34	K. to Kt.	34	Q. to K. sixth (ch.)
		_	

Here White abandoned the game.

35 R. to K. fourth.

35 K. to R.

⁽a) By this bad move White is compelled to lose a piece, and but for the vigorous attack which he afterwards very skilfully maintained until nearly the end, this game would not, in all probability, be worth the notice of the reader.

- (b) Black should have taken the Kt. with his Q., and then the B. (ch.) with his Kt., &c.
 - (c) We think this was the best Rook to cover the check with.
 - (d) A very good move.
 - (e) To avoid the exchange of Queens.
- (f) White here overlooked that by the sacrifice of his R. his opponent threatened to checkmate him; in other respects this move was well conceived.
 - (g) This was the only move to save the game.

GAME No. XCIX.

Between the same Players.

	Mr. P White.		Mr. E. W.—Black.
1	Q. P. two.	1	Q. P. two.
2	Q. B. P. two.	2	K. P. one.
3	P. takes P.	3	P. takes P.
4	Q. B. to K. B. fourth. (a)	4	Q. B. P. two.
5	P. takes P.	5	Q. Kt. to B. third.
6	K. P. one.	6	K. B. takes P.
7	K. Kt. to B. third.	7	K. Kt. to B. third.
8	K. B. to Q. third.	8	Q. to Q. Kt. third.
9	Q. Kt. P. one.	9	Q. P. one.
10	K. P. one	10	K. R. P. one.
11	Castles.	11	Castles.
12	Q. Kt. to Q. second.	12	Q. to Q.
13	Q. R. to Q. B.	13	B. to Q. R. sixth.
14	Q. R. to Kt.	14	K. Kt. to R. fourth.
15	Q. Kt. to B. fourth. (b)	15	Kt. takes B.
16	Kt. takes B.	16	Q. to Q. third.
17	Kt. to B. fourth.	17	Q. to K. Kt. third.
18	K. Kt. P. ope.	18	Q. B. to Kt. fifth.

19 K. Kt. to R. fourth.

20 Kt. takes Q.

21 Kt. takes R. (c)

22 K. B. P. one.

23 K. R. to Q.

24 Q. R. P. one.

25 K. R. to Q. second.

26 Q. R. to Q. B.

27 K. Kt. P. one.

28 Kt. to Q. sixth.

29 K. to B. second.

30 K. to Kt. third.

31 Kt. takes Kt. P. (d)

32 R. takes Kt.

33 Q. R. P. one.

34 P. takes Kt.

35 R. to Q. R. second.

36 R. takes P.

37 R. to K. sixth.

38 R. takes P.

19 B. takes Q.

20 Kt. takes B.

21 B. to Kt. fifth.

22 B. to R. sixth.

23 K. Kt. to Q. Kt. fifth.

24 Kt. to R. seventh.

25 K. Kt. to Q. B. sixth.

26 K. takes Kt.

27 Q. Kt. P. two.

28 K. R. P. one.

29 P. takes P.

30 R. to Q.

31 Kt. takes Kt. 32 K. B. P. two.

33 K. B. P. takes P. (e)

34 K. P. one.

35 Q. P. one.

36 K. P. one. (f)

37 Q. P. one.

38 P. Queens, and wins.

- (a) In this description of game, we believe the Q. B. would be better placed at Q. second, or Q. Kt. second.
 - (b) Not the best move: Black obtained some advantage in position here.
- (c) White could not come off without loss in this position; he should, however, have taken the B., upon which his opponent would have captured K. B. P. with his Kt., winning a Pawn. His present move involved the loss of a piece.
- (d) If he had taken the K. Kt. P., the following moves would probably have occurred:-

31 K. B. P. takes P.

32 R. takes Kt.

33 R. takes R.

34 K. takes B. (if)

35 R. to Q. eighth (ch.)

36 R. to Q. B. eighth.

31 R. takes Kt.

32 P. takes R.

33 Kt. to K. fourth.

34 Q. B. P. one.

35 K. to K. second.

36 Kt. to Q. B. fifth, and wins.

- (e) Well played.
- (f) If he had pushed Queen's P. instead of the King's, his opponent could have drawn the game.

GAME No. C.

Between the same Players.

Mr. E. W.—White.	Mr. P.—Black.
1 K. P. two.	1 K. P. two.
2 K. Kt. to B. third.	2 Q. Kt. to B. third.
3 K. B. to B. fourth.	3 K. B. to B. fourth.
4 Q. B. P. one.	4 Q. P. one.
5 Q. P. two.	5 P. takes P.
6 P. takes P.	6 K. B. to Kt. third.
7 K. R. P. one.	7 K. R. P. one.
8 Q. Kt. to B. third.	8 K. Kt. to B. third.
9 Q. R. P. one. (a)	9 Castles.
10 Castles.	10 Kt. takes K. P.
11 Kt. takes Kt.	11 Q. P. one.
12 Kt. to B. sixth (ch.) (b)	12 Q. takes Kt.
13 B. takes P.	13 Kt. takes P.
14 Kt. takes Kt.	14 B. takes Kt.
15 Q. to B. second.	15 Q. B. P. one.
16 B. to K. fourth.	16 B. to K. third.
17 B. to K. third.	17 B. takes B.
18 P. takes B.	18 Q. to K. fourth.
19 Q. R. to K.	19 Q. R. to Q.
20 B. to K. B. fifth. (c)	20 B. takes B.
21 R. takes B.	21 Q. to K. third.
22 K. P. one.	22 Q. R. to Q. second.
23 Q. to K. B. second.	23 Q. Kt. P. one. (d)

24	Q. to B. fourth.	24	K. R. to Q.
25	Q. R. to K. third.	25	Q. R. to Q. eighth (ch.)
26	K. to R. second.	26	Q. R. to Q. Kt. eighth.
27	Q. Kt. P. two. (e)	27	K. R. to Q. eighth.
28	Q. R. to K. B. third.	28	K. R. to K. R. eighth (ch.)
29	K. to Kt. third.	2 9	Q. to K. Kt. third (ch.)
3 0	Q. to K. Kt. fourth.	30	Q. takes Q.
31	P. takes Q.	31	K. B. P. one.
32	K. P. one.	32	P. takes P.
33	R. takes P. [fifth.	33	K. R. to K. eighth.
34	R. from K. fifth to K. B.	34	R. to K. second.
35	K. Kt. P. one.	35	P. takes P.
3 6	R. takes P. [fifth	.36	Q. R. to K. eighth.
37	K. R. from Kt. fifth to B.	37	Q. R. to K. sixth.
38	R. to B. eighth (ch.)	38	K. to R. second.
39	K. to B. second.	39	Q. R. to K. seventh (ch.)
40	K. to B.	40	Q. R. to K. eighth (ch.)
41	K. to B. second.	41	K. R. from K. second to
			K. seventh (ch.)
42	K. to Kt. third.	42	K. R. to B. second.
43	K. to B. second.	43	Q. R. to K. seventh (ch.)
44	K. to Kt.	44	Q. R. to K. fourth.
45	R. to R. third (ch.)	45	K. to Kt. third.
46	R. to Kt. third (ch.)	46	R. to Kt. fourth.
47	R. takes R. (f)	47	K. takes R.
48	R. to Q. B. eighth. (g)	48	R. to K. sixth.
49	R. to B. seventh.	49	R. takes P.
50	R. takes P. (ch.)	5 0	K. to B. fifth.
51	R. to Q. B. seventh.	51	R. to Kt. sixth.
52	R. takes R. P. (h)	52	R. takes P.
	731 1		

⁽a) A very weak move; it would have been much better play to have pushed the Q. P., or to have castled.

Black won the game.

- (b) This move was deplorably bad: quite below Mr. E. W.'s general play.
 - (c) To prevent the advance of K. B. P.
 - (d) An unnecessary move, perhaps.
 - (e) It would have been better to have played Q. R. to K. B. third.
- (f) Most likely White would have had a better chance of drawing the game, if he had not exchanged Rooks.
 - (g) He should have played the K. to B. second square.
- (h) White preferred taking the R. P., because it was farthest from his King.

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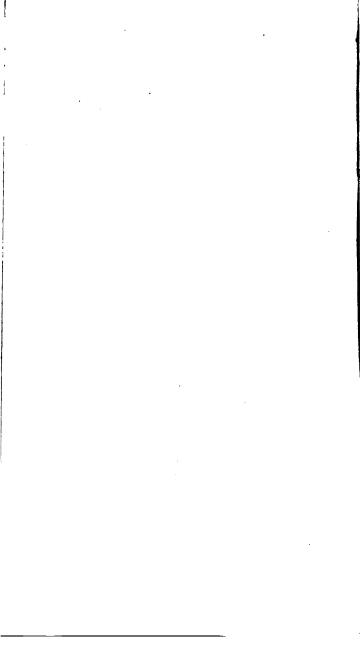
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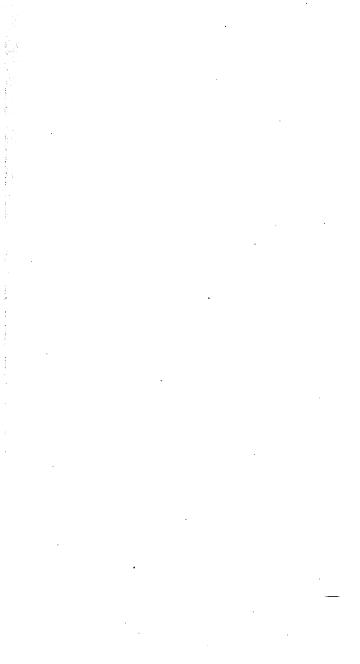
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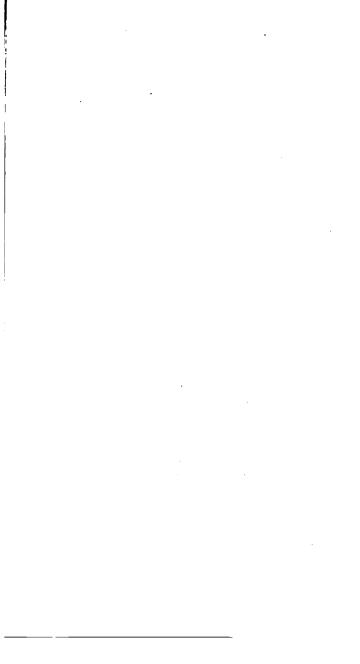
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